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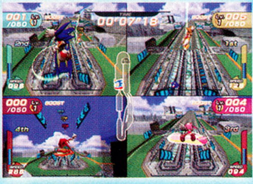

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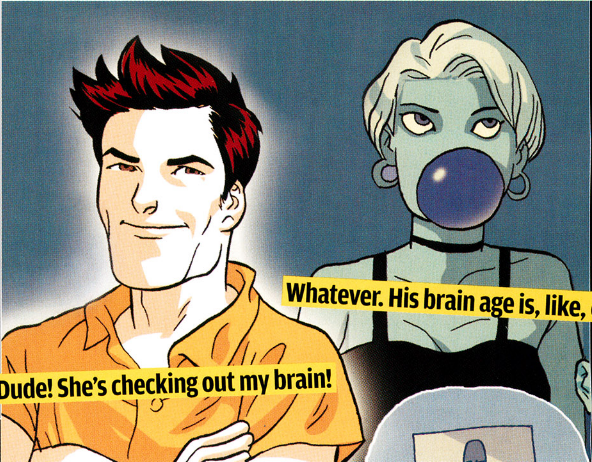
Whatever. His brain age is, like, 63.
Dude! She's checking out my brain!

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With this little guy around, we'll never miss our favorite soaps again.

6040
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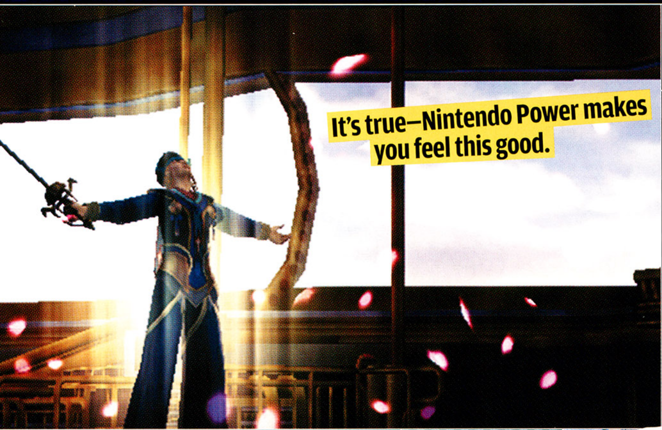
It's true—Nintendo Power makes you feel this good.

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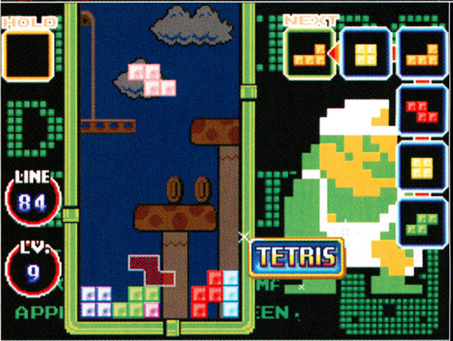

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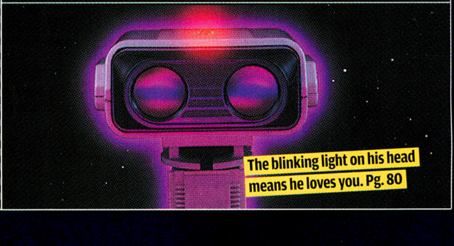
The blinking light on his head means he loves you. Pg. 80

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Pulse

THE DS AGE

Unless you've been living at the South Pole for the past year, you've probably noticed that people's perceptions of the Nintendo DS have shifted from "that two-screened, what-were-they-thinking handheld" to "the innovative handheld with all the cool games." Momentum has been building since last summer; the release of Nintendogs kicked off a parade of brilliant DS titles including Castlevania: Dawn of Sorrow, Trauma Center: Under the Knife, Mario Kart DS, Animal Crossing: Wild World, and Resident Evil: Deadly Silence. So how is the DS's future shaping up? This month's coverage focuses on four of the biggest DS titles headed our way in the next few months. Our cover story reveals that, beyond the highly touted multiplayer modes we previewed last month, Metroid Prime Hunters is locked and loaded with a substantial single-player adventure. Tetris DS is a new take on one of the greatest video games of all time, but with new modes, Wi-Fi and multiplayer challenges, it's much more than a classic remake. We've got an even bigger scoop on the New Super Mario Bros. for DS: in an exclusive NP interview, Takashi Tezuka explains why it's the Mario game that we've been dying to play since the original SMB. That's an amazing lineup for DS, but there's one more very special game that you have to see to believe. Brain Age, introduced to North America in this issue, doesn't even seem like a video game, but it offers an experience that you can't afford to miss. After reading George Sinfield's in-depth article, you owe it to yourself to visit one of Nintendo's new DS Download Stations so you can experience Brain Age for yourself. It looks as if 2006 could be the year of the DS.

Scott Pelland
Managing Editor

LETTERS

MARIO IS MISSING

I have been searching high and low for Dance Dance Revolution: Mario Mix with no luck. I've been told that the game was discontinued. Is this true?

Moniquee L.
via the Internet

We've heard from quite a few readers seeking Mario's hard-to-find electric boogaloo, so we asked Matt Atwood, Nintendo PR rep extraordinaire, for the 411. Here's the official word: "Due to popular demand, Nintendo will begin restocking US supplies of Dance Dance Revolution: Mario Mix for Nintendo GameCube in early spring. We look forward to getting this great dancing game back in the hands—and under the feet—of our fans. Thanks for your patience."

THEY'VE REALLY LET THEMSELVES GO

I'm really curious as to whether or not we'll be getting Bubble Bobble DS over here. Please, if we do get it in the States, tell the publisher not to give it the same box art from the UK version. Seriously, what were they thinking?

njwasteland
via the Internet

ATARI
Bubble Bobble revolution
NINTENDO DS
3+
Nintendo

No word on a US release for Bubble Bobble Revolution, but yeah, that is some pretty atrocious box art. Did the revolution take place at the buffet table?

TO SNAKE OR NOT TO SNAKE

What do you guys at Nintendo Power think about snaking in Mario Kart DS? Some say it's cheating, some say it's fair. I personally think it's OK, but I want to end this debate once and for all.

Matt B.
via the Internet

For those who don't know, "snaking" is drifting back and forth down a straightaway to get a constant speed boost. Since you can do it without altering the game in any way, we wouldn't consider it cheating. That said, most of us think the technique is kind of lame and goes against what the developers originally intended.

MAKE 'EM AN OFFER THEY CAN'T REFUSE

Here's a tip on how to make a lot of bells quickly in Animal Crossing: Wild World. Just go to someone else's town over LAN or Wi-Fi and tell them to give you all their bells or you'll chop down every tree in their town.

Andrew J.
via the Internet

Wow, you're like the Vito Corleone of Animal Crossing.

In Animal Crossing: Wild World, what if a player visits your town and starts chopping down trees? Is there a way to get them out of your town?

Carl2197
via the Internet

Wow, you're like the Fredo Corleone of Animal Crossing. To get rid of someone like Don Andrew up there, simply select "Party's Over" or turn off your DS. The first option will trigger an autosave, so if the damage is already pretty extensive, you may want to just hit the Power button. Of course, then you have to deal with Mr. Resetti.

A WAR BY ANY OTHER NAME

What happened to Advance Wars: Under Fire for GameCube? It was on the Game Watch Forecast for a very long time, then it just disappeared. I thought the game looked totally awesome.

klcjcldm
via the Internet

Well klcjcldm (pronounced "Fred"), the game formerly known as Advance Wars: Under Fire was renamed Battalion Wars. It came out last September and is indeed fairly awesome (we gave it an 8.5).

AND THE WINNER IS . . .

For this year's Power Awards, would it be possible to have the editors choose the winners? You could have "Readers' Choice" [awards] as well, but I really don't think readers should be picking all of the winners when 70% of them haven't played 70% of the games nominated. They always give every award to the same game, like in previous years when a Zelda or Metroid title would run away with everything. I'd say the editors of Nintendo Power have a better idea than we do of which games truly deserve to win. After all, it's your job!

Rushan S.
via the Internet

Way ahead of you, Rushan. This year's Power Awards will feature picks from both the NP staff and our readers. Look for it in next month's issue.

THANK YOU, PROFESSOR

I was reading the "Point/Counterpoint" article in issue 200, the one that had George against Chris on whether games are better now or 10 years ago. My viewpoint differs a bit from both expressed. First, I think that it's agreeable that chronologically instigated incremental advancements in areas such as graphics, sound quality, etc. are unavoidable and ultimately are insignificant in determining a game's value to the player. This includes games such as sandbox [games]. Although through technological enhancements a more liberal experience in gaming can be provided, it doesn't necessarily mean a better one. That aside, how would you determine that one game is better than another? George argued that innovation wasn't relevant when he stated that the argument wasn't, "Are games more inventive now?" Obviously innovative ideas are the mitochondria of the cell that is the final game. Without imagination, how is it that Miyamoto can conjure beloved characters such as Mario or suggest creative gameplay such as [that] found in Pikmin? Innovation fuels a game from beginning to end. It inhabits every pixel with environmental creativity to the player's enthrallment with a wondrous story.

It could be argued that innovation was stronger in the past with the evidence that when at origin, everything is new. But I'd like to recall that George said, "There were as many cookie-cutter licensed products in the early '90s." I'd suggest that with the popularity of gaming now comes an increase in the number of superficially altered games. That is, game that are sequels without signficant originality, or games based on cultural icons with no substantial gameplay due to a greater constitution of the population playing. However, because these games are more common doesn't mean that great games with innovative design have disappeared. Look a little, and [you'll] find . . .

Anth
via the Internet

>LETTER OF THE MONTH

I really enjoyed last month's "Breaking the Mold" feature. Hopefully it will encourage people to try games that don't say Pokémon or Final Fantasy on the box. Not that there's anything wrong with those series—they're two of my favorites—but variety is the spice of life. People bemoan all of the sequels and licensed games that dominate the shelves these days, but the only way to encourage more creativity and originality from publishers is to give games like Chibi-Robo and Odama a try. That's what I plan to do, anyway. All of your favorite series have to start somewhere.

Peter G.
via the Internet

We couldn't agree more, Peter. We still want our Marios, Zeldas, and Resident Evils, but we can't imagine gaming without the likes of Killer 7, Phoenix Wright, and Psychonauts. It's the games that take a risk and do something new that keep our beloved hobby interesting.

FORCE = MASS x ACCELERATION

Can you guys help me with my physics homework? Here's the question: If a car and a bus hit at the same speed, which one exerts more force? I'm stumped on this one.

Tony B.
via the Internet

That depends. Are the dudes from Bubble Bobble in the car?

PLAYING THE OLDIES

I've got a question about the Revolution. Say you want to play a game from one of the older systems. Do you need the original controller, or would you use the new one?

Alienfromouterspace
via the Internet

That remains one of the unanswered questions regarding Nintendo's next-generation console. You could turn the Revolution controller sideways to play NES games, but that won't work for SNES and N64 titles. We're assuming you'll use either a GCN controller (the Revolution has four such ports) or a traditional-style "shell" for the Revolution controller.

BEAR WARNING

I am not going to renew my subscription because you have not been reviewing all the games that have come out. Because of that, I wasted my money on games I thought I would like but were really boring when I bought them and could not get my money back for them because I had opened them and played with them once. I had depended on you people to do your job!!!

In November, I wasted $19.99 on Hello Kitty: Happy Party Pals for GBA and this month I wasted money on two games that were $29.99 each: Garfield: The Search for Pooky and Care Bears: Care Quest. I am out a total of $79.97!!! Thanks for nothing, Nintendo Power!!

Katrina C.
Michigan

We're sorry you feel that way, Katrina, but it's not like we haven't been practically begging readers to check out great GBA games like Sigma Star Saga, Gunstar Super Heroes, and Drill Dozer. We simply don't have time to review every single game that comes out, but we'll continue to bring to your attention games that we feel are worth your hard-earned dollars.

ONLY FOR
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Care Bears
Care Quest
Nintendo
GAME FACTORY

What's the tummy symbol for mediocrity?

SEE?

Hey, NP! I just wanted to thank you guys for stressing [how good] Gunstar Super Heroes [is]. I picked it up for Christmas and it's easily one of the best games to date on the GBA. Good call!

Fireemblem54
via the Internet

Right on, brother. Glad we could help.

STILL VIEWTIFUL?

What's up with the new voice actors and animation style in the Viewtiful Joe TV series and Red Hot Rumble? It's shameful, and nothing like the first two games!

VJoeFan#1
via the Internet

We're going to have to disagree with you. We weren't all big fans of Red Hot Rumble, but the cut-scenes were one of its strong points, and we're enjoying the animated series quite a bit. In our humble opinion, the overall style and sense of humor fits the first two games to a tee.

LOVE THY MOTHER

I wanted to write to you about a game in particular called EarthBound. I'd like to start by saying, "All I want for Christmas is Mother 1 + 2."

Mother 1 + 2 is a compilation of both the original Mother game as well as the sequel, Mother 2, also known as EarthBound here in the United States. If there was one present that would make this a Christmas to remember, it would be this game [localized into English]. I remember when you talked about EarthBound back when it was first coming out on the SNES. Unfortunately, due to my youth, I didn't fully understand what I was missing until it was too late.

Daniel S.
via the Internet

Over the past few weeks, EarthBound fans have made a concerted effort to flood our in-box with their desperate pleas for a US release of Mother 1 + 2. We don't make those decisions, guys. We've passed your entreaties to the powers that be at Nintendo of America, and we'll let you know if we hear anything. Until then, please stop. You're starting to scare us almost as much as Dragon Ball Z fans.

SPEAKING OF WHICH . . .

What happened!?!?! Why was Resident Evil 4 number two!?!?!?! Why not Dragon Ball Z?!?!

Marshall F.
via the Internet

OK, maybe not.

LETTERS

BREAKIN' THE LAW

Does anyone at Nintendo Power have a criminal record?

Ivan G.
via the Internet

Sadly, yes. Senior Writer Steve Thomason was recently arrested for ripping the head off some poor kid's teddy bear because, Steve claimed, it was giving him the "Care Bear Stare."

REDMOND
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LOST MEMORIES

I'm 23 and I've been playing games since I was 7 or 8. I recently made the disturbing discovery that the battery backups for my old SNES games are showing their age. Some of my old save files are gone! This has got me thinking; in another few years, I'm sure my N64 files will start to vanish too. There will even come a time when a GCN Memory Card doesn't work anymore. The ability to save can be virtually essential to enjoying a game, and I wonder whether I'll be able to share the classics with my future kids. Does Nintendo still replace Game Pak batteries for the older systems? I suspect this may become a bigger issue as the first gaming generations continue to grow older.

JCrow
via the Internet

Unfortunately, Nintendo of America can no longer replace the batteries in old game paks. You'll be able to download many of those classic games and save your progress on the Revolution's virtual console, but for now your best solution is probably to find a replacement cartridge with a working battery. GCN memory cards don't use batteries, so they should last much, much longer.

WARM AND TINGLE-Y

It seems there's some question as to whether the Tingle RPG will reach American shores or not. I say that if it doesn't, Tingle fans must unite! We shall come together and form an army!

Stuffgamer1
via the Internet

Now there's a group that could give the Dragon Ball Z folks a run for their money. Oh, we kid the DBZ fans. (Please don't hurt us.)

MIA

Mega Man Mania for the Game Boy Advance was first announced in Nintendo Power in Volume 177. The only news since then is that the game has been renamed Mega Man Anniversary Collection like its GCN counterpart. I guess adding color to five Game Boy games takes longer than you might expect, but two years? What's taking Capcom so long?

SmashManiac
via the Internet

We're not sure what's going on with the GBA version of Mega Man Anniversary Collection. According to a Capcom representative, the game's release is still TBD. We'll keep you updated.

Boktai 3 has been out in Japan for over a year and I have heard no news about a US release. As a huge fan of Boktai, this has been annoying me a lot. Is the game coming to the US or what?

David Boldin
via the Internet

At Konami's recent press event the company still had no plans to release Boktai 3 on these shores. It may come here some day, but we're not holding our breath.

WE LIKE THAT LOGIC

I believe that the Wi-Fi Connection in Mario Kart DS isn't perfect. I've won 8 games and lost 48!

Superpeter
via the Internet

We hear ya. We're still waiting for them to perfect the lottery.

CROSSING OVER

Why is the word "crossing" in the title of Animal Crossing: Wild World? There is no train in the game, and no train station. It really doesn't make sense. Could you guys maturely explain this to me?

Bond14
via the Internet

You do realize who you're talking to, right? OK, we'll give it our best shot. Animal Crossing is a recognized brand, so keeping the name lets fans know what to expect and helps them identify it immediately. Plus, Wild World does let you "cross" into other people's towns.

Hey, we did it!

Your mom.

D'oh!

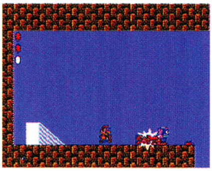
CORRECTOR'S CORNER

On page 54 in Volume 201, you stated that the Animal Crossing: Wild World design was a 1-Up Mushroom. It was, in fact, a Super Mushroom. 1-Up Mushrooms are green.

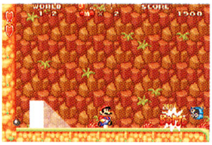
PokeTIJeremy
via the Internet

In [Volume 201], you listed the answer to Name That Screenshot as "Super Mario Bros. 2 (NES)," but the screenshot actually had to come from the Super Mario Advance version. The NES game didn't have a score counter on the main screen, nor the enhanced backgrounds from Super Mario All-Stars.

Linh P.
via the Internet



Super Mario Bros. 2 NES



Super Mario Advance (GBA)

BACK BY POPULAR DEMAND

Why haven't you guys put Mr. T in NP lately? I miss him.

Henry G.
via the Internet

So have we, Henry. Turn to page 26.

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MOST WANTED

Go to nintendo.com to vote for your most-wanted games and let your voice be heard!

>NINTENDO GAMECUBE

Legend of Zelda
It looks totally awesome
We can't wait to play

1. The Legend of Zelda: Twilight Princess
2. Sonic Riders
3. Baten Kaitos II
4. Chibi-Robo
5. Harvest Moon: Magical Melody

Reisen
"The enemy's army will end up crossing the bridge if it takes five days."

>GAME BOY ADVANCE

Fortunately, the gameplay in Tales of Phantasia is almost as long as the wait for the game has been.

1. Tales of Phantasia
2. Naruto: Ninja Council
3. Drill Dozer
4. Metal Slug 1
5. Mega Man Anniversary Collection

>NINTENDO DS

No movement on the DS chart this month. Aren't you guys excited for Greg Hastings' Tournament Paintball Max'd?

1. New Super Mario Bros.
2. Metroid Prime Hunters
3. Resident Evil: Deadly Silence
4. Children of Mana
5. Super Princess Peach

TOP SELLERS

>NINTENDO GAMECUBE

After a one-month hiatus, SSBM returns to the top 10. How does everyone in the known universe not already own this game?

1. Mario Party 7
2. Super Mario Strikers
3. Shadow the Hedgehog
4. LEGO *Star Wars*
5. Super Mario Sunshine
6. Mario Superstar Baseball
7. Nicktoons Unite!
8. Pokémon XD: Gale of Darkness
9. Madden NFL 06
10. Super Smash Bros. Melee

TOP SELLERS

>GAME BOY ADVANCE

We don't know if you're aware of this, but The Chronicles of Narnia is actually an allusion to ThunderCats.

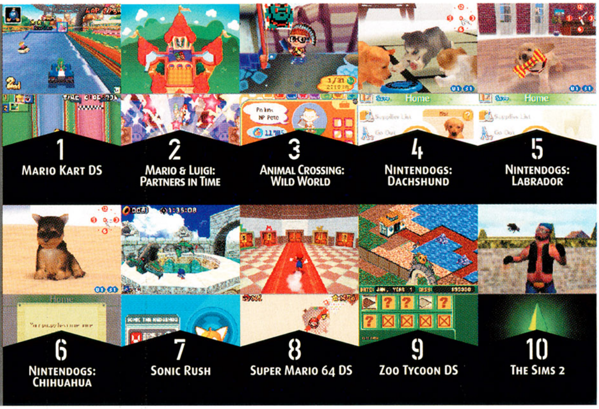
1. The Chronicles of Narnia: The Lion, the Witch and the Wardrobe
2. Donkey Kong Country 3
3. Kong: The 8th Wonder of the World
4. Harry Potter and the Goblet of Fire
5. Pokémon Emerald
6. Bratz: Rock Angelz
7. Disney's Chicken Little
8. Super Mario Advance 4: Super Mario Bros. 3
9. SpongeBob SquarePants: Lights, Camera, Pants!
10. Madagascar: Operation Penguin

"ThunderCats - HO!"

TOP SELLERS

>NINTENDO DS

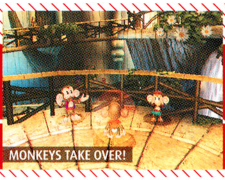
If you're reading this, please consult a chiropractor.



1. Mario Kart DS
2. Mario & Luigi: Partners in Time
3. Animal Crossing: Wild World
4. Nintendogs: Dachshund
5. Nintendogs: Labrador
6. Nintendogs: Chihuahua
7. Sonic Rush
8. Super Mario 64 DS
9. Zoo Tycoon DS
10. The Sims 2

Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

MAGIC FOUND ON DS



MONKEYS TAKE OVER!

Return
Clear
Input

DRAWN TO RPGS?

NEW KID ON THE BLOCK

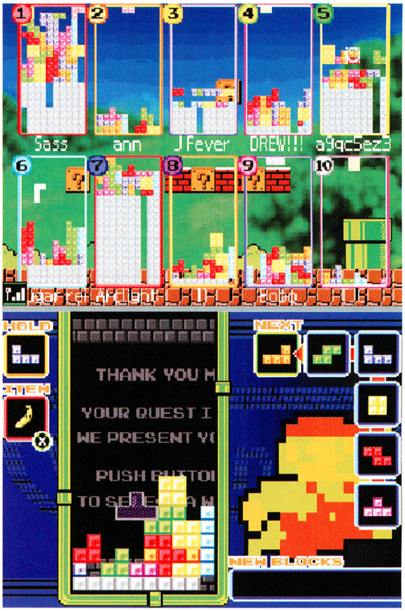
Tetris DS Falls into Place

A new Tetris for Nintendo's latest handheld? No-brainer. But who would have guessed that Tetris DS could outshine the original?

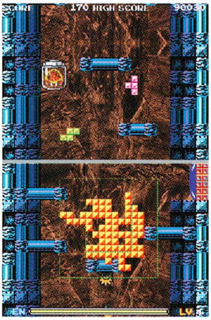
Tetris is a hard act to follow. On Game Boy alone, Tetris drew in tens of millions of players. But the next evolution of the series, due for the DS on March 20, could upstage it. Six game modes, some of them a radical spin on the original idea, all put the familiar blocks, called Tetriminos, to work in new ways using the DS's functions. As the icing on the cake, Tetris DS infuses the gameplay with retro-Nintendo images and sounds, from the Zelda theme to 8-bit Metroid style.

Purists who just want the original gameplay will get it from Standard mode, which adds the retro punch by showing Super Mario Bros. gameplay on the upper screen. The longer the player hangs in there, the farther the "Mario footage" goes through its world, which eventually heads into the Super Mario World series—a fun incentive for pushing your skills to the limit.

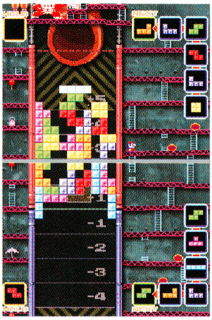
That's only the start of how Tetris plans to fire up obsession like never before. Each mode (check out some examples that follow) uniquely draws upon some of the DS's capabilities, like Nintendo Wi-Fi Connection compatibility, local wireless play, and touch control. The game also enables 10-player local wireless matches in Standard and Mission modes, downloadable by other players from one card, which should guarantee that all DS owners will be up to their eyeballs in Tetris come spring. —Steven G.



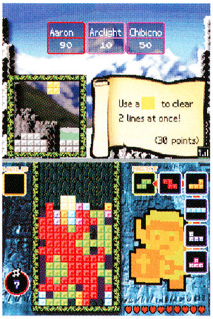
In a multiplayer game, Standard mode has a load of surprises: 4P Wi-Fi matches, 10P local wireless brawls, and opponent-screwing Nintendo items like screen-shifting bananas.



Catch mode asks players to fly a Tetrimino core around the lower screen to nab blocks. Piece a tight batch together to make it explode, wiping out any nearby Metroids.

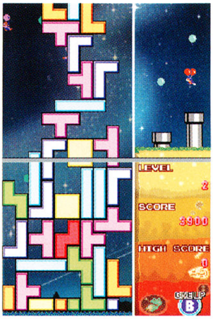


In Push mode, also playable via local wireless and Nintendo Wi-Fi Connection, you'll use Tetris skills to shove a foe into his end zone—against a Donkey Kong backdrop.



Use a to clear 2 lines at once! (30 points)

Ideal for Tetris vets, Mission mode adds tasks for you to do before Link runs out of hearts. Over local wireless, up to 10 players vie to complete missions first.



Touch mode does Tetris in a way possible only on the DS's touch screen. With Balloon Fighters filling the sky, you'll shove blocks to pull down a tower of Tetriminos.

CHIC PEEK

Distant Lite on the Horizon

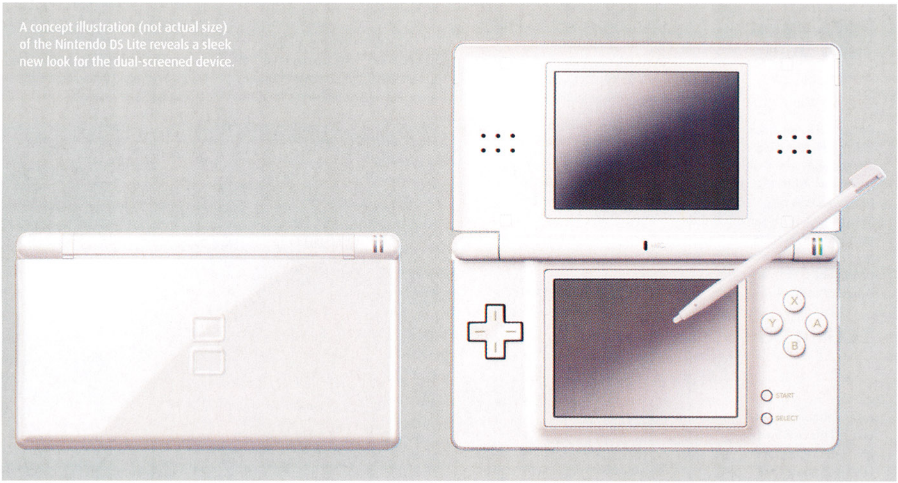
Just how lite is the DS Lite? Quite—and Japanese gamers will be the first to go hands-on with the redesigned handheld.

In a year that's sure to dazzle gamers with the Revolution launch, how's the DS supposed to keep its own revolutionary rep? Besides planning a spring lineup that includes groundbreaking games (Metroid Prime Hunters, Tetris DS, and New Super Mario Bros.), Nintendo has revealed that there's a redesigned DS in the works. Slated first for a Japanese release in March, the Nintendo DS Lite earns its name by shedding more than 20% of its weight.

While its screens will stay the same size, the DS Lite will be less than two-thirds the size of the original DS: both in the length and width seen in the concept illustration below, and in depth—the DS Lite has been thinned down to the slim size of the original's base. Don't worry; though it's shallower, the DS Lite retains its GBA-cartridge slot.

Nintendo aims to make the DS Lite sleeker than the original, with touches such as losing the clamshell hinge in favor of a full hinge that will make the LED display viewable whether the device is open or closed. The mic will find a new home on the hinge, on a slightly more accessible spot between the screens.

No North American launch date has been announced, but stay tuned for more details and impressions of the handheld in future issues. —Steven G.


A concept illustration (not actual size) of the Nintendo DS Lite reveals a sleek new look for the dual-screened device.

FASTERMINDS AT WORK

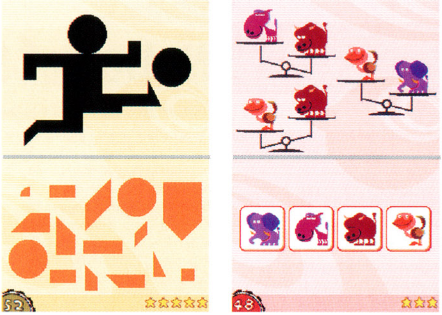
Calling All Big Brains

Quick! Think of minigames that made your head hurt, not your hands. If your memory was superfast, you'll be awesome at Big Brain Academy.

Wario's made minigames legit by pushing players' reflexes to the limit, but one thing he hasn't done is test the limits of our minds. That's where Nintendo's upcoming DS title, Big Brain Academy, steps in.

The second of three brain-training games that saw million-seller success in Japan, Big Brain Academy will test North American noodles on May 30, just over a month after Brain Age introduces the cutting-edge concept of brain training on the DS. Big Brain Academy is a more whimsical experience, offering 15 fun, touch-driven activities that you're meant to play as fast as you can a little each day. All of them offer enough variation to push your mind for months.

The activities test your thinking in areas like logic, memory, math, and analysis, and up to eight players will be able to rev up their intellect and race with a single game. —Steven G.



In a perception activity, you'll tap only shapes that are part of an upper-screen image. And in one of the thinking-testing activities, you'll select objects that weigh more than others do. (Screenshots are from the Japanese version.)

BIG NEWS. IN SHORTER.

Kaitos Coming!

At long last, the fate of the BK sequel is clear.

Though Baten Kaitos II was announced months ago at the Tokyo Game Show, Namco stayed mum about a North American release. Good news for the RPG series' fans: Nintendo will publish the game here this year! Check out our full preview on page 24.

Spy Guy for Teen Beat

Best-selling book series plans big move.

Potter did it, yet Snicket didn't. Will Alex Rider? The teen-spy series will try for movie blockbuster success with Stormbreaker this summer, and THQ is bringing games exclusively to GBA and DS to coincide with the flick.

TCG on DS

Yu-Gi-Oh! opened the door; Marvel to follow.

After Konami revealed last fall that it'd gotten game-dev rights for the Marvel Trading Card Game, we hoped that the TCG heroes would hit the DS. So it shall be: a PR rep has confirmed that the game will go dual-screen this year.

Trauma 2?

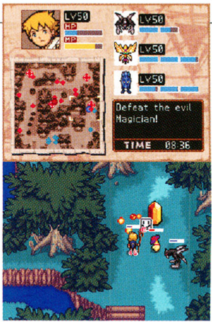
Atlus gives a more-than-obvious hint.

Atlus has stated to NP that it's thinking about a Revolution sequel to one of its "popular DS games." That could mean SBK: Snowboard Kids DS, Puyo Pop Fever, or Trauma Center 2. Our prognosis? The surgery title has been quite a hit. . .

LOST AND FOUND

Ubisoft Casts Magic on DS

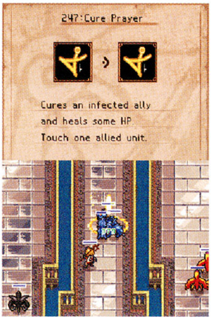
LostMagic finds a US publisher and prepares to spellbind RPG fans with a unique quest and Wi-Fi play.



Defeat the evil Magician!

First shown at last fall's Tokyo Game Show, LostMagic is an action-RPG from Taito that features touch-screen spellcasting and art direction by Yoshiharu Sato, famous for his work on such films as *My Neighbor Totoro*, *Kiki's Delivery Service*, and *Porco Rosso* while at Studio Ghibli. Even in its early state, the game looked extremely promising, so we're delighted that Ubisoft has picked it up for a North American release this spring.

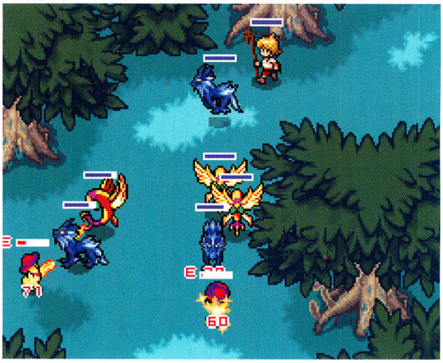
You'll play as a young wizard named Isaac, using the stylus not only to cast spells, but to command allied monsters with a point-and-click interface similar to a real-time strategy game on the PC. An evolving magic system also lets you combine up to three spells at once to create over 350 powerful combinations. Multiplayer duels over the Nintendo Wi-Fi Connection round out an impressive-looking package. —Steve T.



247:Cure Prayer

Cures an infected ally and heals some HP. Touch one allied unit.

Combining spells and commanding beasts adds an element of strategy.



GOIN' DOWNTOWN

Nation of Stations

One thing beats NP previews and reviews for figuring out if a DS game is right for you: playing demos. Soon they'll be nearly everywhere.

In addition to making more and more demos available via DS Download Play from game owners, Nintendo is getting even more serious about hooking you up with demos by launching Nintendo DS Download Stations in March. Each station will carry mostly demos of a variety of DS games, plus the occasional preview movie. So if you're wondering if Brain Age is as intriguing as our preview says (see page 28), you can play it for yourself. Keep checking nintendo.com to find participating stores. Then turn your DS on at the store, stand near the Download Station sign, and activate your DS's Download Play. After downloading the main station menu, choose one of its demos then wait for it to download. If you want to try a different demo, restart your DS and step through the two-part downloading process again, starting with the main menu. —Steven G.

NINTENDO DS™
DOWNLOAD STATION

ON THE FIRST DEMO STATION:
- Brain Age: Train Your Brain in Minutes a Day
- Mario Kart DS
- Metroid Prime Hunters–exclusive movie
- Pokémon Trozei
- True Swing Golf
- Tetris–Standard mode
- Tetris–Push mode
- Meteos

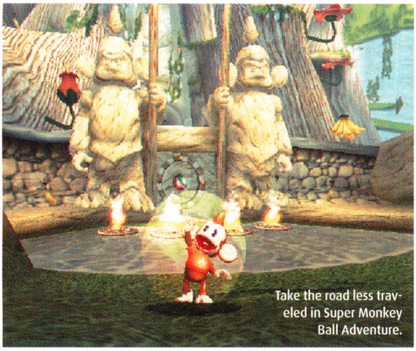
FUNKY MONKEY

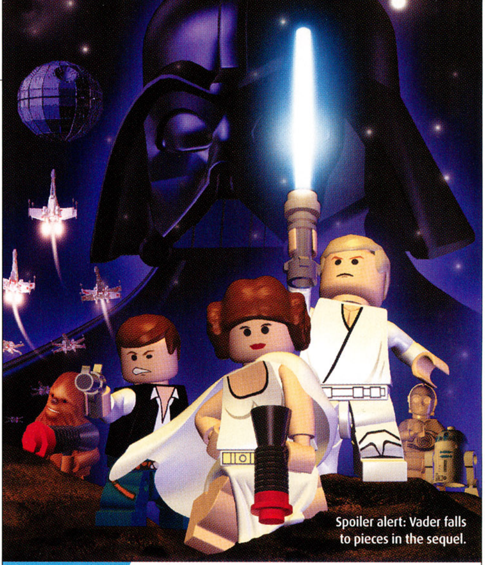
Old Monkey, New Tricks

Sega's high-speed primates roll out of their comfort zone and into new territory in Super Monkey Ball Adventure for GCN.

For over four years, the Super Monkey Ball series has been about high-speed action in quick doses. Even the story-driven Super Monkey Ball 2 didn't stray far from the original in terms of gameplay and pacing. Super Monkey Ball Adventure, however, aims to redefine the franchise by steering it into the realm of platform gaming. The plot will have you crossing paths with 60 new characters across five kingdoms as you attempt to restore peace to a feuding land. To complete your quest, you must embrace the game's spell-casting system, which allows you to alter your monkey ball magically.

The new format may sound daunting to fans, but fear not—classic Super Monkey Ball is alive and well in SMBA. Challenge mode contains 50 new levels, while Party mode offers two original party games: Monkey Castles and Monkey Pinball. In all, the game looks to be a massive Monkey Ball experience unlike any other. —Andy M.


Take the road less traveled in Super Monkey Ball Adventure.


Spoiler alert: Vader falls to pieces in the sequel.

SNAP ATTACK

LEGO Luke and Leia

The game that built the *Star Wars* empire from LEGO blocks gets a sequel. Prepare to smash the Vader establishment to smithereens.

Last year's LEGO *Star Wars,* a game that spanned the prequel trilogy, was one of the top sellers across all console formats in 2005. So it's likely that LEGO *Star Wars*: The Original Trilogy will be a major force when it surfaces on the GCN, GBA, and DS this fall. The first game had superb LEGO takes on *Star Wars* visuals, with a sense of humor based deeply in fandom. But we're hoping that one of the game's flaws, skimpy *Star Wars* audio, will be improved by a switch in publishers from Eidos to LucasArts, which could result in richer access to classic assets for returning developer Traveller's Tales. What we can't wait for: The chance to blast the *Death Star* into a billion LEGO blocks. —Steven G.

DON'T-MISS Calendar

Will March '06 be known more for its awesome puzzle games, or for its second wave of games ready for Nintendo Wi-Fi Connection? Either way, it's a gangbusters month for gamers—not to mention all you Pokémon fans.

2-28

FIFA takes it to the street.

Electronic Arts goes for the goal a second time with its new FIFA Street series when the sequel hits the GCN and DS. It's exactly the thing that soccer fans need to stoke their rabid passion until the World Cup makes them completely nuts in a few months.

3-6

Phantasia and Pokémon rule.

FFIV owned RPG fans for months on the GBA. Now another classic claims their souls: Tales of Phantasia. And off in Pokémon land, the fantastic Pokémon Trozei might be the final word in Pokémon puzzle games (see the review on page 85).

3-15

Could the GBA SP get any brighter?

The Pearl Pink SP ($79.99 MSRP) joins last fall's Pearl Blue and Graphite as having an ultrarbright screen, but the pink sheen . . . that takes the vibe way, way up. Are you sassy enough to flash a Pearl Pink in public?

3-20

Tetris, Samus, and Nintendo WFC!

Tetris DS and Metroid Prime Hunters—in one day? Both series have legions of fans, so Nintendo Wi-Fi Connection will be brimming with players. The games also have lots of DS Download Play, so chances are that you'll be starting battles or caught up in the local-wireless crossfire.

3-21

The highest rise on GBA.

Building elevators. Collecting rent. Planting bug bombs. In Sega's The Tower SP, you can be a total slum lord or the Grand Poobah of High Rises. It's all in a day's work.

Gaming at High Speed

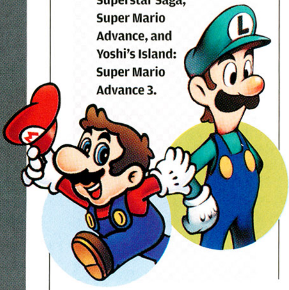
You'll never have to leave the back seat of your car again.

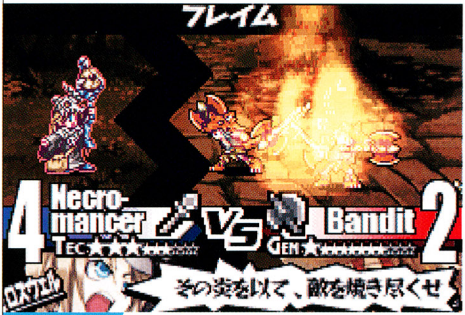
Visteon has revealed that it's got a modified version of its Dockable Family Entertainment System in the works, which will integrate Game Boy Advance functionality to its CD and DVD playback. Check out www.evisteon.com for full details.

Player's Choice GBA!

Nintendo takes its GBA titles into choice territory for $19.99 MSRP.

The Player's Choice library has been a great way for gamers to get console titles that they missed during their debuts. In late March, the low-cost collection will extend to GBA games, starting with Mario & Luigi: Superstar Saga, Super Mario Advance, and Yoshi's Island: Super Mario Advance 3.





Passive Aggressive
20%
3 Sword maiden
ATK
VS
Fencer 3
ATK

6 Sword maiden
TEC
VS
Fencer 6
GEN
こちらからいきます!

You Win!
カードPOWER 1100
425
1 Sword maiden
VS
Fencer 0
ふう、危なかった…

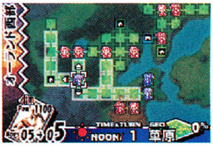
During Yggdra Union's beautiful battle sequences, characters will leap across a divide to attack.

UNION STRIKE

Ygg-what?

The creators of Riviera take on cards and tactics in the nearly unpronounceable Yggdra Union for GBA.

We've been keeping a close eye on developer Sting since last year's surprisingly cool GBA title Riviera: The Promised Land. As it turns out, the dev team has another trick up its sleeve: Yggdra Union, an original tactics game for GBA. Yggdra Union follows the dramatic journey of Princess Yggdra, whose homeland is left in chaos after suffering a brutal attack from a neighboring nation. You'll experience the story as a young thief named Milanor, who has been enlisted by the princess to help restore the country and save its people. Unlike in Riviera, YU's battles play out through the use of in-game cards that determine characters' movement, skills, and attacks. As you progress through the game, you'll be able to join forces with other characters to form a union, and experiment with the game's 30-plus attack, defense, and support skills. Sting has paired up Riviera's character designer Sunaho Tobe with manga artist Satoko Kiyuzuki to give YU a unique art style that's sure to set it apart from anything we've seen on the GBA. According to publisher Atlus, we can expect Yggdra Union to hit North America this summer.
—Andy M.



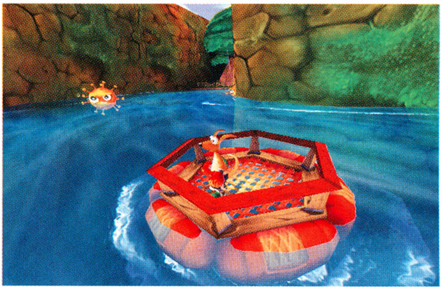
ロックフォール
PERFORMANCE
1100
05

GOOD ONYA!

Kao Hops on to GameCube

Atari goes down under to revive a vintage Dreamcast character.

In Kao the Kangaroo: Round 2 you take the pugilistic marsupial Kao on a journey to rescue animals from an evil hunter. Armed with over 15 weapons (yes, including a boomerang), Kao is ready to go head-to-head against the hunter's minions. Guide Kao through 25 stages that span six worlds, from Australia to the Arctic, to stop the notorious nimrod. And when he's through, bountiful multiplayer modes await. Crikey! —Chris S.

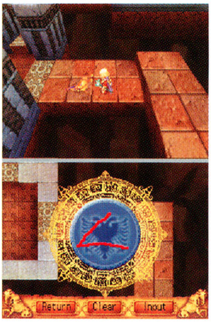


RECURRING DREAM

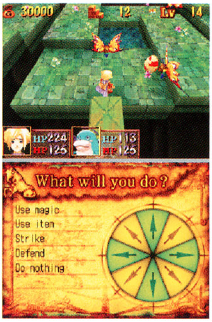
Tower of Tao

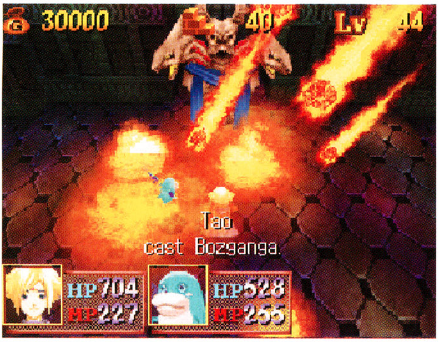
Boasting monster allies and a unique magic system, Konami's dungeon-crawling adventure heads to the US.

An ancient seal has been broken, monsters have been set free, the populace of an entire village has been turned to stone, and the only hope of setting things right is one magic-using lad named Tao—so begins Tao's Adventure: Curse of the Demon Seal, Konami's dungeon-based action-RPG for Nintendo DS. The bulk of Tao's Adventure is set inside the 40-story-tall Monster Tower—filled with increasingly challenging beasts as well as numerous items and monster eggs, which can be sold or hatched into partners that join Tao in battle. If you're feeling a sense of déjà vu, it's natural—Tao's Adventure is a follow-up to the cult classic Azure Dreams (last seen on Game Boy Color in 2000), but new features abound, such as an involving touch-screen magic system. By drawing symbols on the screen, players can cast dozens of spells—elemental attacks, healing powers, even teleportation. Adventurers won't have to wait long to begin their ascent; the game is scheduled for a March 2006 release. —Chris H.



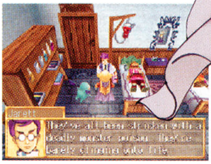
By drawing magic symbols on the touch screen, you can cast a wide range of spells.





30000
35
Lv 37
HP592
MP240
HP444
MP240
HP407
MP265

As far as we know, these monsters are not demonic seals.



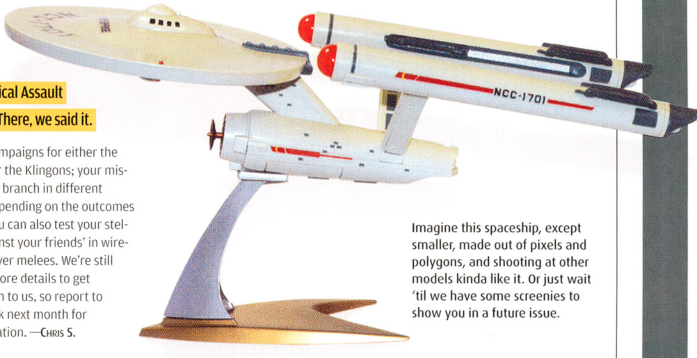
They've all been stricken with a deadly monster poison. They're barely clinging onto life.

Tao's not just pure dungeon-crawling—there's a story here, too.

SET TO STUN

The Next Trek

Let's just get this out of the way early, shall we? Tactical Assault is boldly going where no Star Trek has gone before. There, we said it.



Imagine this spaceship, except smaller, made out of pixels and polygons, and shooting at other models kinda like it. Or just wait 'til we have some screenies to show you in a future issue.

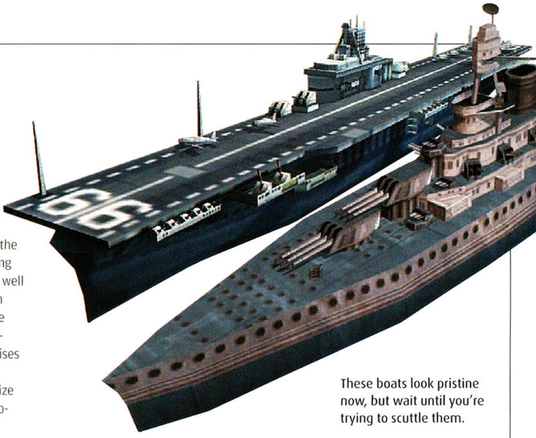
Quicksilver Software, makers of the popular Star Trek: Starfleet Command franchise, are bringing their Trekkie talents to the Nintendo DS for the first time this September. (Please, *oh please*, let there be Tribbles in this one.) Tactical Assault will tout real-time space combat featuring ships and weapons from the *Star Trek* universe. You'll need to practice cunning maneuvers, and master proper shield positioning to succeed. Conduct single-player campaigns for either the Federation or the Klingons; your mission path will branch in different directions depending on the outcomes of sorties. You can also test your stellar skills against your friends' in wireless multiplayer melees. We're still waiting for more details to get beamed down to us, so report to the main deck next month for more information. —Chris S.

YOU SANK MY . . .

All the Ships at Sea

Get wet and wild with Steel Horizon, Konami's unique World War II-inspired mix of turn-based and real-time strategy.

Ready for some salt water with your strategy? Konami hopes so; the publisher recently announced Steel Horizon, a tactical naval game scheduled for a fall 2006 release. Set during a fictionalized version of World War II, Steel Horizon gives players the chance to control their own fleet of submarines, battleships, cruisers, destroyers, aircraft carriers (complete with fighter planes), and more. The 20-mission campaign spans both the Atlantic and Pacific theatres, letting players battle the Axis powers, as well as an evil organization that's been pulling strings on both sides of the war. A hybrid of turn-based movement and real-time combat promises to make Steel Horizon's battles unique, and you can even customize your own flagship—perfect for two-player versus battles. —Chris H.



These boats look pristine now, but wait until you're trying to scuttle them.

GAME WATCH FORECAST

The GBA and GCN are seeing some big games popping up, but with New Super Mario Bros., Tetris, RPGs, and tactical-action games now headed to the Nintendo DS in coming months, suddenly it seems that the dual-screen is the place to be!

NINTENDO GAMECUBE

Barnyard	THQ	●●○
Baten Kaitos II	Nintendo	●●○
Cars	THQ	●○○
Curious George	Namco	●●●
FIFA Street 2	EA	●●○
Greg Hastings' Tournament Paintball	Activision	●○○
Harvest Moon: Magical Melody	Natsume	●●○
Ice Age 2: The Meltdown	VU Games	●●○
Kirby*	Nintendo	●●○
Kao the Kangaroo: Round 2	Atari	●●○
The Legend of Zelda: Twilight Princess	Nintendo	●●○
LEGO *Star Wars*: The Original Trilogy	LucasArts	●○○
Major League Baseball 2K6	2K Sports	●○○
Mini-Golf Mayhem	Crave	●○○
The Movies	Activision	●●○
Naruto: Clash of Ninja	Tomy/D3PA	●●○
Naruto: Clash of Ninja 2	Tomy/D3PA	●●○
Odama	Nintendo	●●○
Pac-Man World Rally	Namco	●●○
Rampage: Total Destruction	Midway	●●○
Sonic Riders	Sega	●●○
Super Monkey Ball Adventure	Sega	●●○
Teen Titans	Majesco	●●○
Tom Clancy's Splinter Cell 4: Double Agent	Ubisoft	●●○
World Championship Poker	Crave	●●○
X3*	Activision	●●○

GAME BOY ADVANCE

Barnyard	THQ	●●○
Cars	THQ	●○○
Catz	Ubisoft	●○○
Curious George	Namco	●●●
Dr. Sudoku	Mastiff	●○○
Dragon Ball: Advanced Adventures	Atari	●●○
Hamtaro: Rainbow Rescue	Nintendo	●○○
Hardcore Pool	Telegames	●●○
Hugo: Bukkazoom	Namco	●●○
Ice Age 2: The Meltdown	VU Games	●●○
Legend of the River King Advance	Natsume	●●○
LEGO *Star Wars*: The Original Trilogy	LucasArts	●○○
Mega Man Anniversary Collection	Capcom	●●○
Metal Slug	SNK	●●○
Naruto 2*	Tomy/D3PA	●○○
Naruto: Ninja Council	Tomy/D3PA	●●○
Pirate Battle	Orbital	●●○
The Proud Family	Disney	●●○
Santa Claus Saves the Earth	Telegames	●●○
Scurge: Hive	Orbital	●●○
Stormbreaker	THQ	●○○
Sudoku Fever	Global Star	●●●
Super Robot Monkey Team Hyperforce Go!	Disney	●○○
Tales of Phantasia	Nintendo	●●●
Top Spin 2	2K Sports	●●●
The Tower SP	Sega	●●○
Ultimate Pocket Games	Telegames	●●○
Ultimate Puzzle Games	Telegames	●●○
Ultimate Table Games	Telegames	●●○
The Wild	Disney	●●○
World Poker Tour 2K6	2K Sports	●○○
World Reborn	Destination	●●○
X-Bladez: Inline Skater	Crave	●●○
X3*	Activision	●●○
Xyanide	Playlogic	●○○
Yggdra Union	Atlus	●●○

NINTENDO DS

A Boy and His Blob	Majesco	●●○
Barnyard	THQ	●○○
Big Brain Academy	Nintendo	●●○
Black & White Creatures	Majesco	●●○
Boktai*	Konami	●○○
Brain Age: Train Your Brain in Minutes a Day	Nintendo	●●○
Brain Twisting Game Vol. 1*	Aruze	●●○
Cars	THQ	●○○
Children of Mana	Square Enix	●●○
ChoroQ DS	Atlus	●○○
Dragon Quest Monsters*	Square Enix	●○○
Dynasty Warriors*	Koei	●●○
Egg Monster Heroes	Square Enix	●●○
Europa Universalis II	Pocket PC	●●○
FIFA Street 2	EA	●●○
Final Fantasy III	Square Enix	●●○
Final Fantasy: Crystal Chronicles*	Square Enix	●○○
Finding Nemo: Escape to the Big Blue	THQ	●●●
Fushigi No Dungeon*	Chun Soft	●○○
The Game of Life DS	Atlus	●○○
Guilty Gear Dust Strikers	Majesco	●●○
Harvest Moon DS	Natsume	●●○
Hi Hi Puffy AmiYumi*	D3PA	●○○
Historical Simulation Game*	Koei	●○○
Ice Age 2: The Meltdown	VU Games	●●○
Intern Tendo Dokuta	Spike	●●○
Jam with the Band*	Nintendo	●●○
Johnny Rocketfingers	Conspiracy	●○○
Legend of the River King*	Natsume	●○○
The Legend of Zelda: Four Swords*	Nintendo	●○○
LEGO *Star Wars*: The Original Trilogy	LucasArts	●○○
Lizzie McGuire & That's So Raven*	Disney	●●○
LostMagic	Ubisoft	●●○
Mage Knight: Destiny's Soldier	Namco	●●○
Mah-Jong*	Koei	●○○
Marvel Trading Card Game	Konami	●○○
Metroid Prime Hunters	Nintendo	●●○
Mini RC Rally	SummitSoft	●●○
Mobile Suit Gundam Seed	Bandai	●○○
Monster Rancher	Tecmo	●○○
Moonlight Fables*	Majesco	●○○
New Super Mario Bros.*	Nintendo	●●○
One Piece	Bandai	●●○
Organizer Plus	SummitSoft	●○○
Pirates of the Caribbean: Dead Man's Chest	Disney	●○○
Pokémon Trozei	Nintendo	●●●
Quad Desert Fury 2	Majesco	●○○
Resident Evil: Deadly Silence	Capcom	●●●
Scurge: Hive	Orbital	●●○
Shin Megami Tensei DS*	Atlus	●○○
Slime Morimori Dragon Quest*	Square Enix	●○○
Star Trek: Tactical Assault	Bethesda	●○○
Steel Horizon	Konami	●○○
Super Princess Peach	Nintendo	●●●
Top Gun	Mastiff	●●●
Top Spin 2	2K Sports	●●●
Tao's Adventure: Curse of the Demon Seal	Konami	●●○
Tetris DS	Nintendo	●●○
Ultimate Brain Games	Telegames	●○○
Ultimate Card Games	Telegames	●●○
Ultimate Pocket Games	Telegames	●○○
Vandal Hearts*	Konami	●○○
Winx Club	Konami	●○○
World Soccer Winning Eleven*	Konami	●○○
Worms: Open Warfare	THQ	●●●
X3*	Activision	●●○

* Tentative title

Announced
In Development
Ready for Release

Game Title Publisher ●●●

Game Title Publisher ●●● —New games added to the list

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Puzzle, action, strategy, sports, RPG, platforming—whatever your preference, it's on the way.

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Mage Knight: Destiny's Soldier Pg. 23
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Rampage: Total Destruction Pg. 21

Swinging For the Fences

>MAJOR LEAGUE BASEBALL 2K6

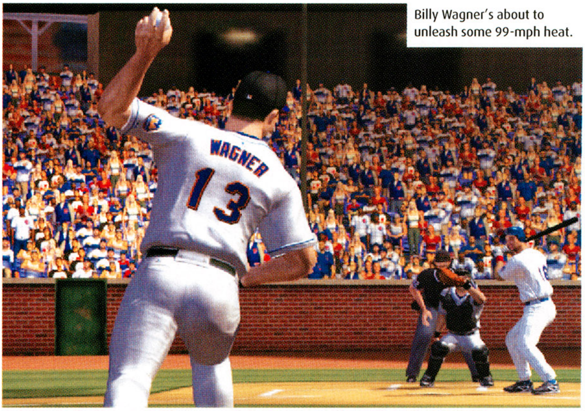
PLATFORM: GCN • PUBLISHER: 2K SPORTS
DEVELOPER: KUSH GAMES/VISUAL CONCEPTS
RELEASE: SPRING 2006

When EA Sports gobbled up the exclusive video-game rights to the NFL last year, the publisher's fiercest rival, 2K Sports (formerly Sega Sports), responded by securing third-party exclusivity with MLB. 2K's baseball games have never appeared on the GCN before, and Nintendo apparently has no plans to produce a big-league title of its own, so many fans were left wondering if they'd have to sit this season out. Well, get ready to play ball. 2K's critically acclaimed series will finally make its GCN debut this spring with Major League Baseball 2K6.

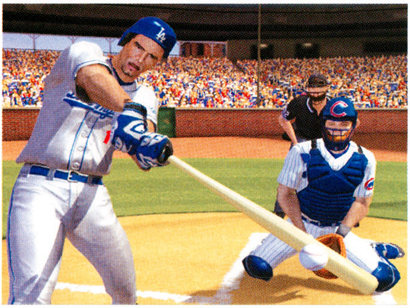
They may be the only game in town, but the developers at Kush and Visual Concepts are bent on delivering an all-star performance. At the heart of that effort are two new gameplay mechanics. The first, Payoff Pitching, increases your hurler's ratings for a specific pitch if you hit the catcher's target in an important situation (yes, the catcher will actually give pitching signs). When Barry Zito has his curveball working, for instance, he's pretty much unhittable, just like in real life. Don't expect getting the ball past the hitter to be a cakewalk, though. Rather than pitching to a specific spot, you have to throw to a zone and consider the amount of break on the pitch. So if you want Zito's nasty 12-to-6 curve to drop in for a strike, you'll have to aim above the strike zone. "It makes pitching much more strategic, realistic, and fun," says project manager Chien Yu.

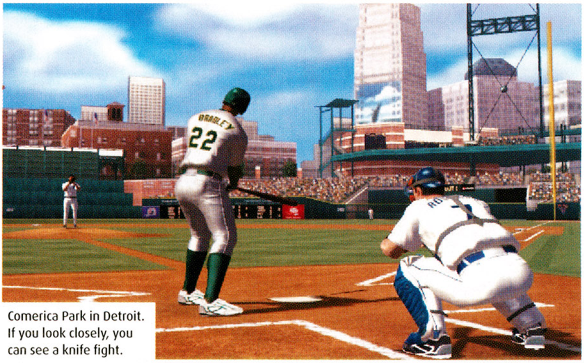
The other new mechanic, Swing Stick control, introduces a novel approach to hitting. As the pitcher releases the ball, you'll pull down on the C Stick to start your batter's swinging motion, then as the ball is about to cross the plate, you'll release the stick to swing through. For a power stroke, you can push up on the C Stick instead of simply releasing it. As Yu points out, "The Swing Stick system really puts the player in the hitter's frame of mind where you have to watch the pitcher's release point to figure out when to begin your swing."

The game's quite the looker, as well, with nicely detailed player models and tons of new animation. Hopefully it all comes together and helps us forget how great EA's MVP was. —STEVE T.


Billy Wagner's about to unleash some 99-mph heat.

Delgado looks happy to be in the Big Apple. We'll see how he feels in August.



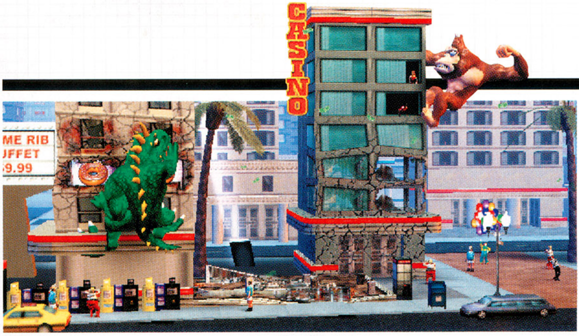

Comerica Park in Detroit. If you look closely, you can see a knife fight.

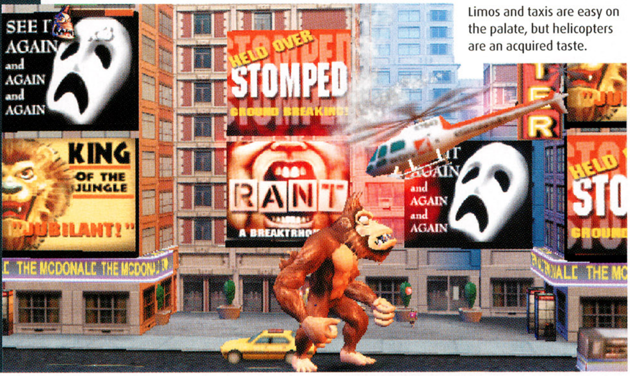
Damage Control

>RAMPAGE: TOTAL DESTRUCTION

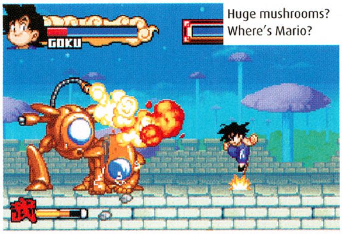
PLATFORM: **GCN** • PUBLISHER: **MIDWAY**
DEVELOPER: **PIPEWORKS** • RELEASE: **APRIL 2006**

For Most gamers, Rampage needs no introduction. The classic arcade title defined video game violence as players knocked down random buildings, gobbled up innocent bystanders, and eventually shrank back into naked human form as they shyly sidestepped off the screen. Total Destruction, the first Rampage title for GCN, stays true to the series' ruinous roots as you tramp through one of seven cities, causing as much carnage as possible. To help in your efforts, Pipeworks has included a rage meter—when it's filled, your monster can perform a super move for maximum damage. Multiplayer mode (a staple in Rampage games) heightens the chaos as up to four players fight each other as well as their surroundings. (Four-player mode is exclusive to the GCN version of the game.) Total Destruction offers the three classic Rampage monsters—George, Lizzie, and Ralph—plus 20 other playable characters that can be unlocked throughout the game. —Andy M.

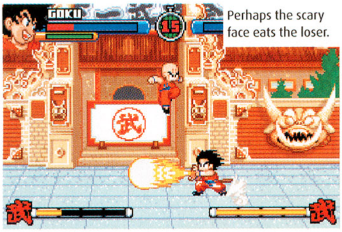




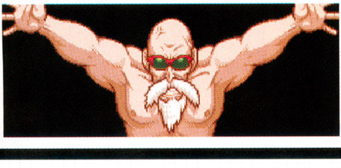
Limos and taxis are easy on the palate, but helicopters are an acquired taste.



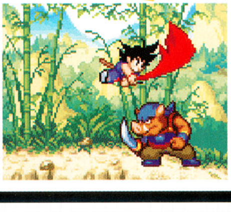
Huge mushrooms? Where's Mario?



Perhaps the scary face eats the loser.



Goku likes to personally tenderize his bacon.



Going Ballistic

>DRAGON BALL: ADVANCED ADVENTURES

PLATFORM: **GBA** • PUBLISHER: **ATARI**
DEVELOPER: **DIMPS** • RELEASE: **MARCH 2006**

Face it, Goku fans—Dragon Ball Z has been done to death. There are only so many times you can pummel Vegeta or sacrifice yourself to save the world from Cell before it starts to feel old. Which is why Atari is taking gamers back to the beginning—before the Dragon Ball Z saga—with Dragon Ball: Advanced Adventures. Based on the original series that started it all, Advanced Adventures lets players take a younger, more naive Goku (tail and all) through his paces by battling the forces of Emperor Pilaf, tangling with the Red Ribbon Army, and more. The story unfolds primarily through fast-paced, side-scrolling, beat-'em-up action, with Goku using his fists, feet, and staff techniques—and eventually advanced moves like the Kamehameha wave—to battle the enemy hordes. Staying true to the series' combative origins, the game also employs a head-to-head fighting engine for special encounters, such as when Goku climbs the ranks of the World Martial Arts Tournament; you can also challenge the CPU or a friend at any time in one-on-one combat. Rounding out the package are loads of unlockable bonuses. What more could a Dragon Ball fan want? —Chris H.

Flood Buds

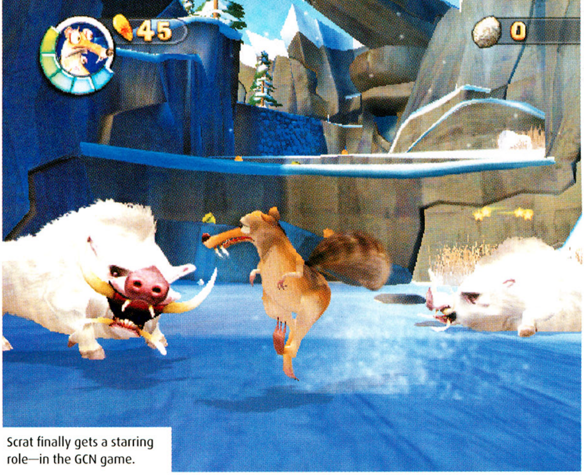
>ICE AGE 2: THE MELTDOWN

PLATFORM: GCN, DS, GBA
PUBLISHER: VIVENDI UNIVERSAL GAMES
DEVELOPER: EUROCOM (GCN), AMAZE (GBA,DS)
RELEASE: MARCH 2006

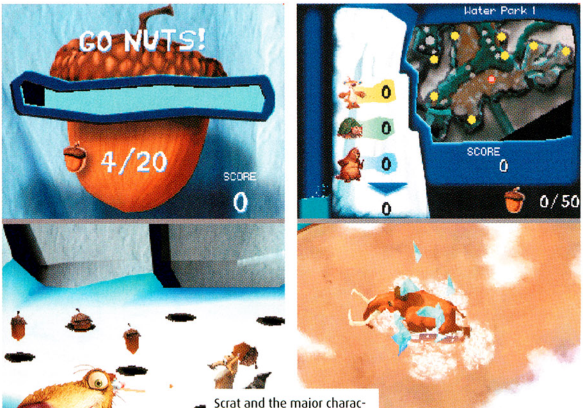
Pixar fanatics argue that *Ice Age* wasn't all that good, that the flick was just a rival studio's grab at a piece of the CGI pie in the long wait between *Monsters, Inc.* and *Finding Nemo*. Crabby and wrong! *Ice Age* was funny stuff! With its unlikely trio—a surly mammoth, a goofy sloth, and a scheming sabertooth—the arctic road-trip movie was packed with pratfalls, slip-ups, blundering, lumbering, and bumbling, all mixed with a touching tale about sacrifice and survival on a freezing planet.

In *Ice Age 2*, a thaw-out threatens to flood the world, providing an action-oriented backdrop to the game tie-ins for all Nintendo systems. The handheld versions bring out the buddy theme by letting you switch control between the main characters. As they make their way to an escape boat far across the hazardous melting landscape, the animals put their unique abilities to use. In both the GBA and DS games, Manny (the mammoth) uses his bulk to push boulders and smash barricades, Sid (the sloth) uses his fingers to make ice-melting sparks and climb ladders, and Diego (the sabertooth) leaps over gaps. The handheld versions are quite different from each other, however, since the DS version relies on tag-teaming (going it alone with one mammal at a time) while the GBA version keeps all three characters in play (much more cooperative). In addition to several touch-based minigames, the DS title includes a time-limit challenge in its adventure: if a water meter fills to the top, the landscape will flood and end your mission, though you can collect ice chunks to "freeze down" the meter.

The GCN version puts the trio on the back burner in favor of the series' breakout star, Scrat, the brain-dead squirrel that took scads of hilarious punishment in the first movie as he fought for his one true love: acorns. In the console version of Ice Age 2, Scrat platforms across a melting land as he collects nuts, whacks foes with his tail, shatters ice with ground-pounds, sniffs the air to ferret out invisible stuff, and fires pebbles at massive bears. Scrat fans will love the game's obsession with the kind of physical comedy that makes the squirrel such a hyperactive freak. Manny, Sid, and Diego make cameos in minigames, such as Sid's slalom run which will have fans laughing all the way down the glacier. —STEVEN G.

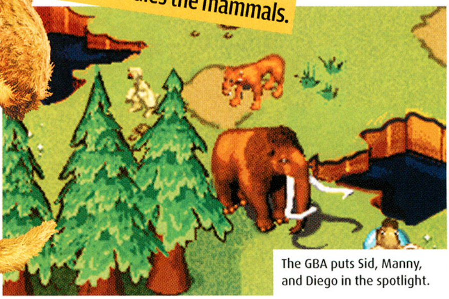


Scrat finally gets a starring role—in the GCN game.



Scrat and the major characters all find parts on the DS.

Are you a Scrat backer? Or a fan of the main trio? Get to know how each game handles the mammals.



The GBA puts Sid, Manny, and Diego in the spotlight.

The Doctor Is In

>DR. SUDOKU

PLATFORM: GBA • PUBLISHER: MASTIFF
DEVELOPER: SUCCESS • RELEASE: FEBRUARY 2006

Nintendo Power: Welcome, Dr. Sudoku. First off, what are you a doctor of, exactly?

Dr. Sudoku: Well, it's actually just a title—I'm not really a doctor.

NP: Just a title, huh? Then you're not as smart as you seem. . . .

Dr. S: Oh, on the contrary. Sudoku is a real thinker's puzzle game. It's very popular right now.

NP: So we've heard. And what do you have to think about while playing it?

Dr. S: Well, counting is a very important aspect.

NP: Counting?

Dr. S: Yes, counting. You have to be able to count to nine.

NP: Wait. You've created a game where the critical skill is the ability to count to nine?

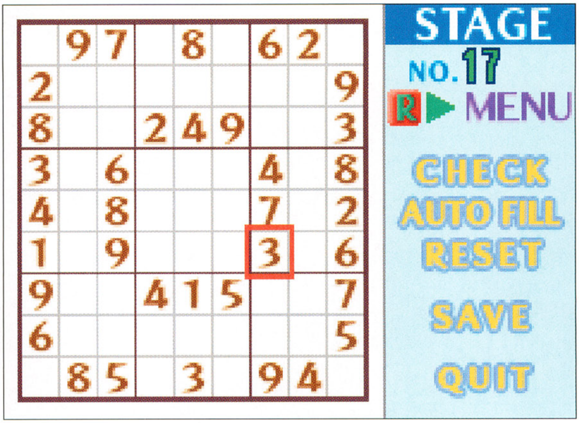
Dr. S: Umm, yes . . . but there's more to it than that. Well, not really. But that's why it's fun. Everyone can do it. Except babies, of course. And with 1,000 different boards to solve, as well as the ability to make your own boards to challenge your friends, you'll be entertained for days.

NP: So you've made a game that excludes babies?

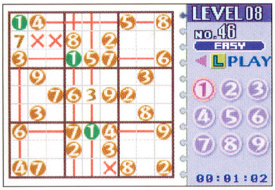
Dr. S: It's true—Dr. Sudoku is not a baby game. Sorry.

NP: No problem. Thanks for your time.

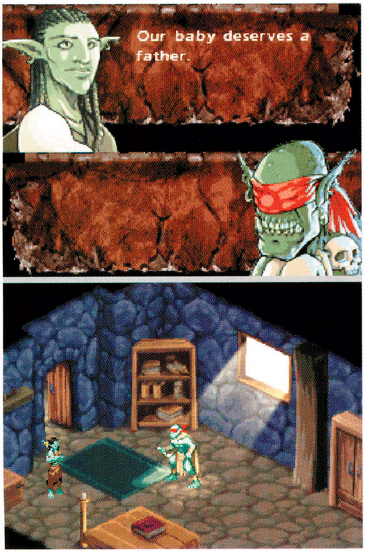
—CHRIS S.



	9	7		8		6	2	
2								9
8			2	4	9			3
3		6				4		8
4		8				7		2
1		9				3		6
9			4	1	5			7
6								5
	8	5		3		9	4	

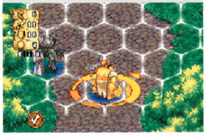


A Ph.D. in Sudoku? That's worth about as much as Steve's Poli Sci degree.



Our baby deserves a father.

Mage Knight's story is the same no matter which character you choose to control.



Roll 4 to hit target

Action Figures

>MAGE KNIGHT: DESTINY'S SOLDIER

PLATFORM: DS • PUBLISHER: NAMCO
DEVELOPER: BIG BLUE BUBBLE • RELEASE: SPRING 2006

Forest Trolls, Oak People, Necromancers, and Crusader Elves have at it in the DS translation of collectible-miniature game Mage Knight. As a story involving the fate of magical world The Land unravels, you guide a growing group of monsters and heroes through one turn-based melee after the next. Battle objectives vary. You win some conflicts by taking control over all of the flags in the battle area. Other fights concern the defeat of a key member from the opposing side or the defense of a key member from your side. The ultimate challenge is the Gauntlet: a series of battles during which your warriors are not allowed to rest or regroup.

The rules of war follow those of the WizKids tabletop game. You place warriors in starting positions, then use touch control to move them within range of the opposition. Seven terrain types, such as chasms, deep water, and shallow water, come into play as warriors get into position and pull off long-range assaults. When attacks connect with their targets, the combatants' stats and a touch-triggered roll of the dice determine the outcome.

Fans of strategy gaming in particular will appriciate the title's depth and faithfulness to the table game. —George S.

The sequel to the GCN's most stunning RPG will push boundaries again. In fact, it's trading sides.

Role Reversal in the Cards

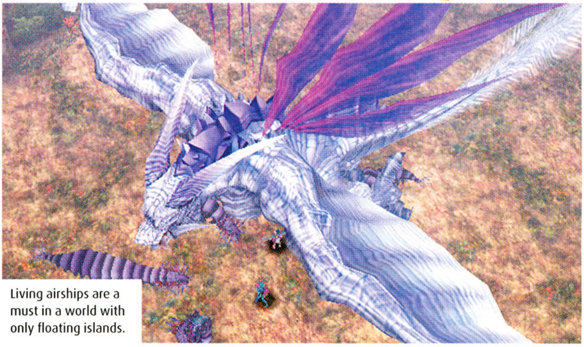
>BATEN KAITOS II

PLATFORM: GCN • PUBLISHER: NINTENDO
DEVELOPER: MONOLITH SOFT • RELEASE: JUNE 2006

I'll always envy *Star Wars* newcomers. I'll never know what it's like to experience Episodes I through VI for the first time chronologically, seeing the rise *then* fall of the Empire and Darth Vader. It's got to be a vastly different experience. Likewise, I'll always envy those who enter the world of Baten Kaitos through its sequel, set 20 years *before* the first game. No doubt, they'll be so seduced by one of RPGdom's richest universes (somewhat overlooked during its debut in sequel-heavy 2004), and they'll want to see how the future plays out.

Of course, Baten Kaitos veterans have already been to the future, so they'll see the BKII world as a shocking reversal. In the first game, players started as Kalas, a jerk from the rural outer reaches of the planet, who reluctantly joined a party of heroes on a quest to enter then destroy the warmongering Alfard Empire. In BKII, you'll play as nice-guy Sagi, a citizen of Alfard. It isn't yet an evil empire, just very aggressive. In fact, Sagi is an elite soldier in a covert, special-ops branch of the imperial forces, and he shares Alfard's vision of mechanizing the rest of the "primitive" world.

Unlike the first game, which waited 20 hours to deliver a steady series of mind-blowing twists, BKII throws major curves right away. Sagi's first mission is to help his team stage a coup d'etat by assassinating the Alfard emperor. But when Sagi closes in, he discovers that his target is already dead, and he's the one suspected of the crime. That starts Sagi in a fight for his life and for the truth as he flees the empire for the primitive lands—a complete 180 from the first game's path. And while he's pursued by former special-ops buddy Giacomo (who was sick and wicked in the first BK), Sagi builds a new team, and receives



Living airships are a must in a world with only floating islands.

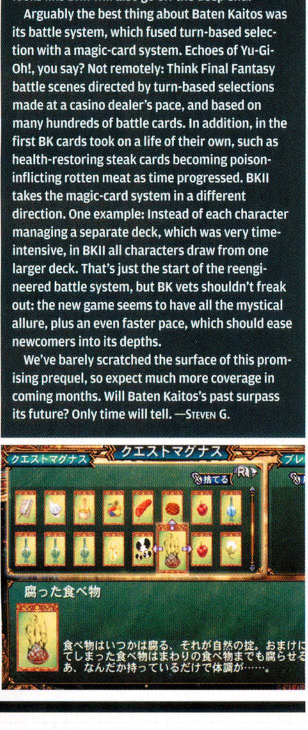
Players will see a kinder, gentler Alfard Empire—or will they?

help along the way from good-hearted Geldoblame, another special-ops associate. And *that*, BK newcomers, is a shocker that registers off the chart, since Geldoblame was the first game's insane arch villain, a power-hungry emperor who grew into something beyond description (and beyond spoiling) by the end of the original BK. Baten Kaitos likes to surprise, so expect to get RPG whiplash over the long haul.

The first Baten Kaitos wasn't a stellar RPG just because of its character and epic story. Only Resident Evil for the GCN comes close to the artistry behind BK's prerendered backgrounds, and the sequel has all the makings of an equal masterpiece. BKII revisits some locations seen in the first game, but the 20 years between games makes a huge difference. For instance, the first BK's Holoholo Jungle, which had vegetation so overgrown that it hid many paths from even the game player, is all trimmed back and easy to navigate, though it offers very different hazards this time around. Players will also visit many new parts of familiar areas, such as much more of the dungeons of Mintaka, Alfard's imperial capitol. But BKII will also explore many brand-new areas. As Baten Kaitos vets can attest, the world design got crazier and crazier—often even surreal—the further the quest continued. Judging by one teaser screen (the claymation nation shown top right), it looks like BKII will also go off the deep end.

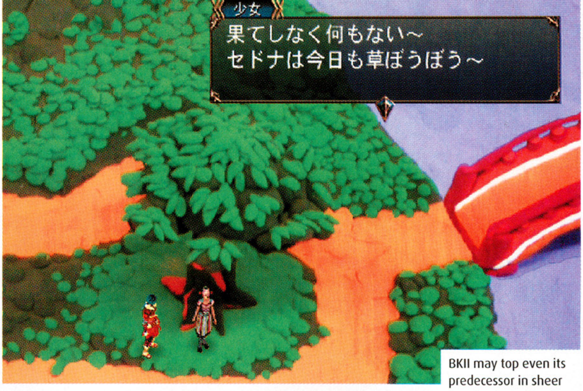
Arguably the best thing about Baten Kaitos was its battle system, which fused turn-based selection with a magic-card system. Echoes of Yu-Gi-Oh!, you say? Not remotely: Think Final Fantasy battle scenes directed by turn-based selections made at a casino dealer's pace, and based on many hundreds of battle cards. In addition, in the first BK cards took on a life of their own, such as health-restoring steak cards becoming poison-inflicting rotten meat as time progressed. BKII takes the magic-card system in a different direction. One example: Instead of each character managing a separate deck, which was very time-intensive, in BKII all characters draw from one larger deck. That's just the start of the reengineered battle system, but BK vets shouldn't freak out: the new game seems to have all the mystical allure, plus an even faster pace, which should ease newcomers into its depths.

We've barely scratched the surface of this promising prequel, so expect much more coverage in coming months. Will Baten Kaitos's past surpass its future? Only time will tell. —Steven G.



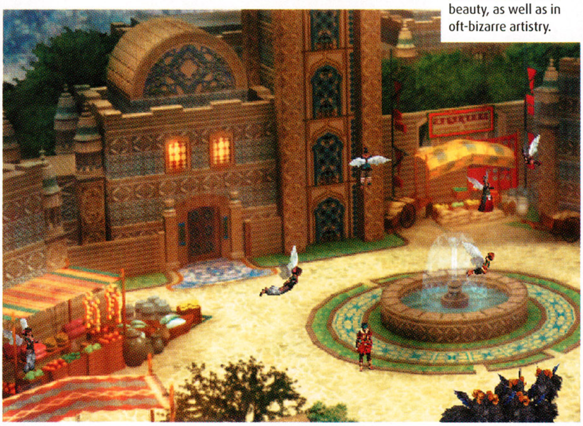
腐った食べ物

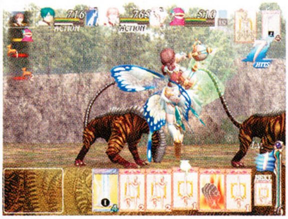
食べ物はいつかは腐る、それが自然の掟。おまけに
てしまった食べ物はまわりの食べ物までも腐らせる
あ、なんだか持っているだけで体調が……。

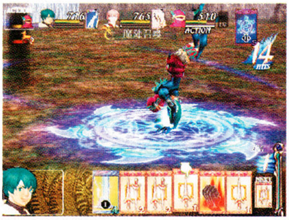

少女

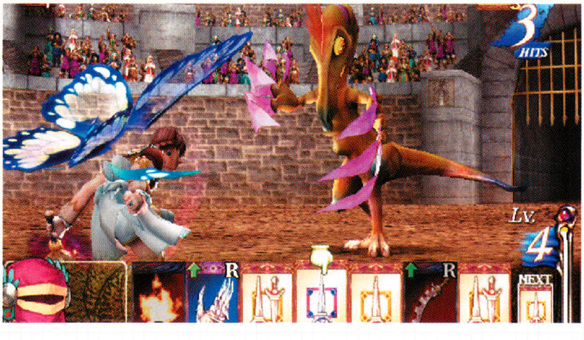
果てしなく何もない～
セドナは今日も草ぼうぼう～

BKII may top even its predecessor in sheer beauty, as well as in oft-bizarre artistry.



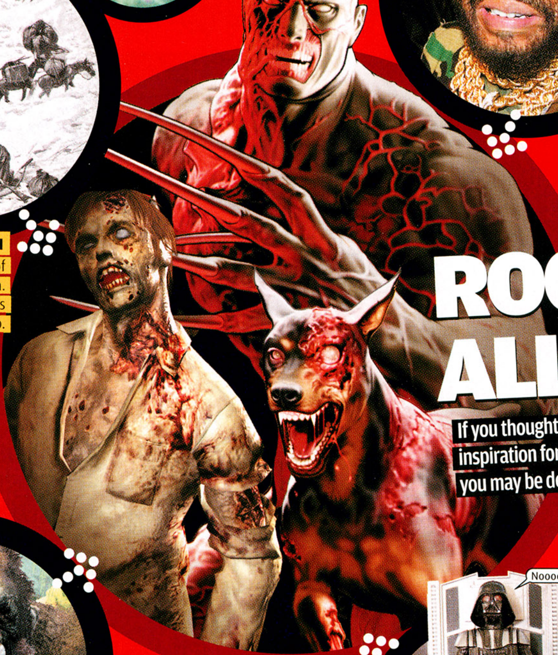






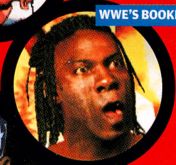
ROOT OF ALL EVIL

If you thought horror movies were the only inspiration for Resident Evil: Deadly Silence, you may be dead wrong.



MIKE TYSON

STREET FIGHTER'S T. HAWK



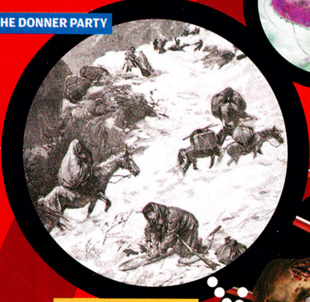
WWE'S BOOKER T

MR. T

DANGEROUS Ts

T must stand for "tough" or "terrifying." If these guys fought the T-Virus, it would probably be a draw.

FLESH-EATING BACTERIA



THE DONNER PARTY

MMMMM . . . FLESH

Zombies love the taste of brains and human flesh. Sometimes, non-zombies dig it too.

KING KONG

FRIGHTENINGLY LARGE ANIMALS

Like giant cephalopods and rodents of unusual size, RE's giant spiders horrify all who see them.

CAPYBARAS

GIANT SQUID

Noooooooooooooooooooo!

DARTH VADER

REBIRTH

Deadly Silence, much like Darth Vader, features a host of enhancements in its new incarnation.

THE PHOENIX

TamaTown is OPEN for business!

Coming This January!

Also look for Tamagotchi® Connection™ virtual pets now available!

TAMAGOTCHI® CONNECTION™

Corner Shop™

From the creators of PaRappa the Rapper!

Join your Tamagotchi® friends as they open their first shop.

Keep your customers happy and watch your business grow!

- Partner with your favorite Tamagotchi® character
- Choose your shop type and open for business!
- Clean teeth, do laundry, perform music and more for your customers!
- Swap items with your friends wirelessly!
- Unlock secret codes for your Tamagotchi® Connection™ virtual pet!

Done
Pause Help

It's wonderful!

Songs
Pause Help

EVERYONE E CONTENT RATED BY ESRB Visit www.esrb.org for updated rating information.

www.BandaiGames.com
www.Tamagotchi.com
www.TamaTown.com

NINTENDO DS™

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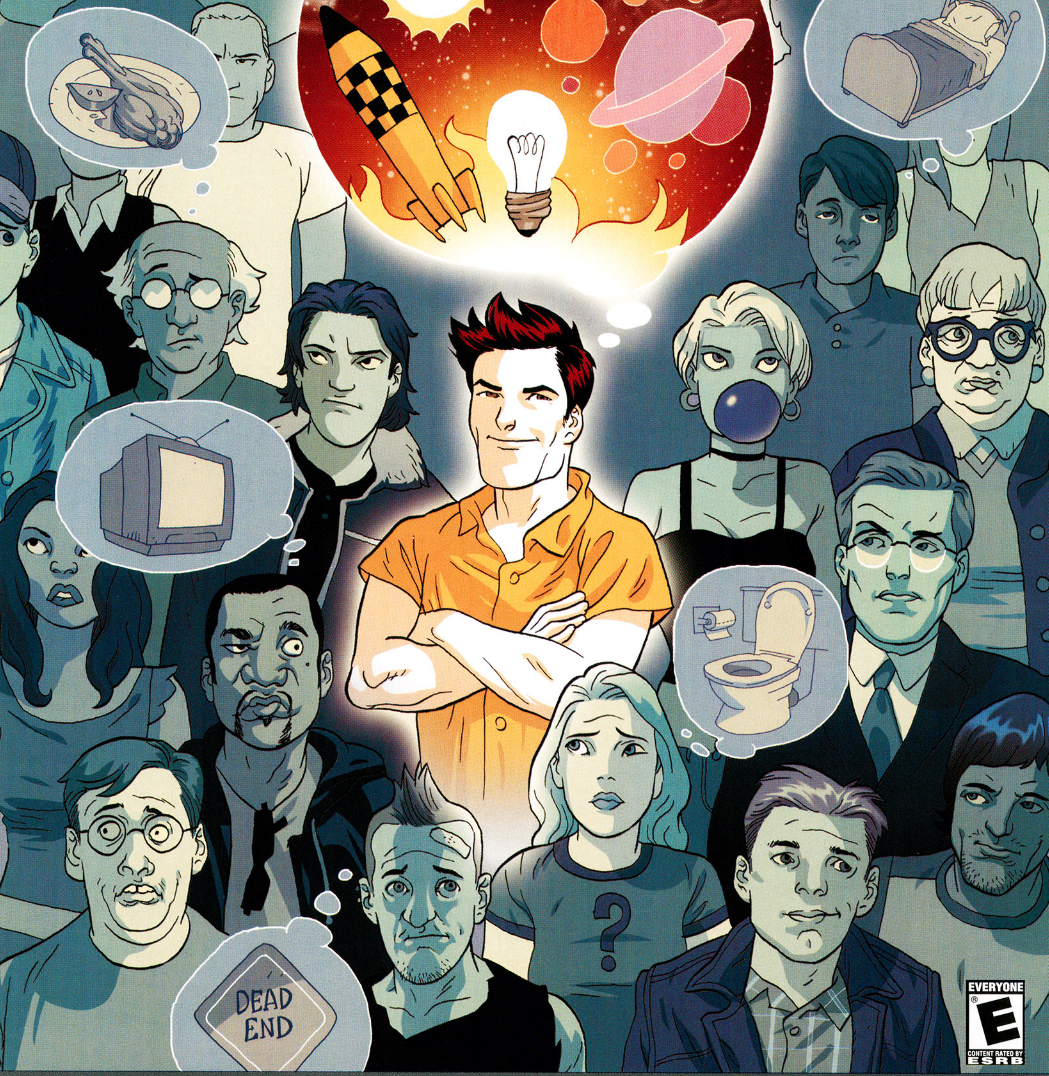

DEAD END
?
EVERYONE
E
CONTENT RATED BY
ESRB

AHEAD OF THE GAME

Part game, part mad scientist's invention, Nintendo's **Brain Age: Train Your Brain in Minutes a Day** might be just what you need to stay competitive in the real world.

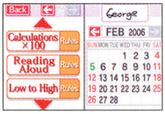
By George Sinfield

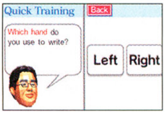
© 2006 Nintendo © 2006 NIKOLI Co., Ltd.

The skeptics were many when Nintendo announced a DS game inspired by Dr. Ryuta Kawashima's *Train Your Brain* books in Japan, but a fun-and-energizing formula led to big success. Now Brain Age is set to stimulate prefrontal cortices across America. Prepare to stretch your definition of great gaming.

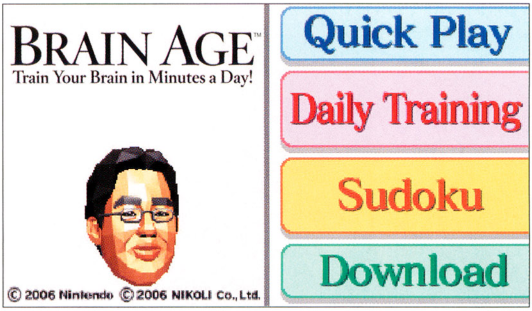
Pure Genius

Solving simple math problems may not seem like the stuff of intense gameplay—nor might reading aloud or counting syllables. But a few minutes with Brain Age will make you realize that all bets are off with DS gameplay. Handwriting recognition and spoken-word recognition along with time limits, scoring, and goals turn traditionally dry exercises into invigorating activities suitable for both hard-core gamers and those who are uninitiated to the world of power-ups and platforming. For the game's written activities, you turn the DS on its side. A question appears on the system's top screen (on the left side for right-handed people, and on the right side for southpaws), and you write your response on the touch screen. When the game recognizes the number or letter that you're writing, your answer appears along with a check mark if it's correct. Then it's on to the next problem. For spoken activities, such as the color-recognition-oriented Stroop Test, you verbalize answers into the DS mic. Every exercise ends with a score and commentary by Dr. Kawashima. The brain-training program works in the same rhythm as Nintendogs and Animal Crossing: Your sessions are short compared to those of most games, but you play every day and the game monitors your progress. Dr. Kawashima displays graphs that show your progress over the days and weeks. He also offers tips to improve your score, and additional activities that range from newly unlocked exercises to a test in which you draw objects from memory. The sense of progress makes it rewarding to work the game into your daily routine. And a collection of touch-controlled sudoku-style puzzles new for the game's North American release gives you even more motivation to play.





Which hand do you use to write?


BRAIN AGE™
Train Your Brain in Minutes a Day!
Quick Play
Daily Training
Sudoku
Download
© 2006 Nintendo © 2006 NIKOLI Co., Ltd.

Dr. Ryuta Kawashima acts as the host and motivator for a series of brain-exercising activities, including a determination of your DS brain age and several sudoku-style puzzles.

Quick: What's six times six? The speed of your response determines your DS brain age.

2+6=8
6×6=36
7−1=
36
Erase

Brain Age sets the DS on its side, both literally and figuratively, with a sharp focus on handwriting recognition on the system's touch-sensitive screen.

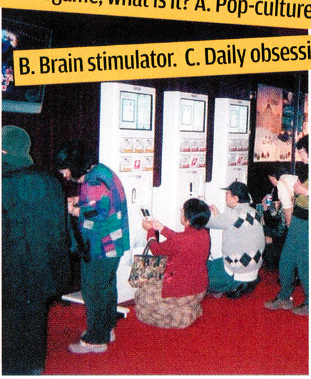
BIG IN JAPAN

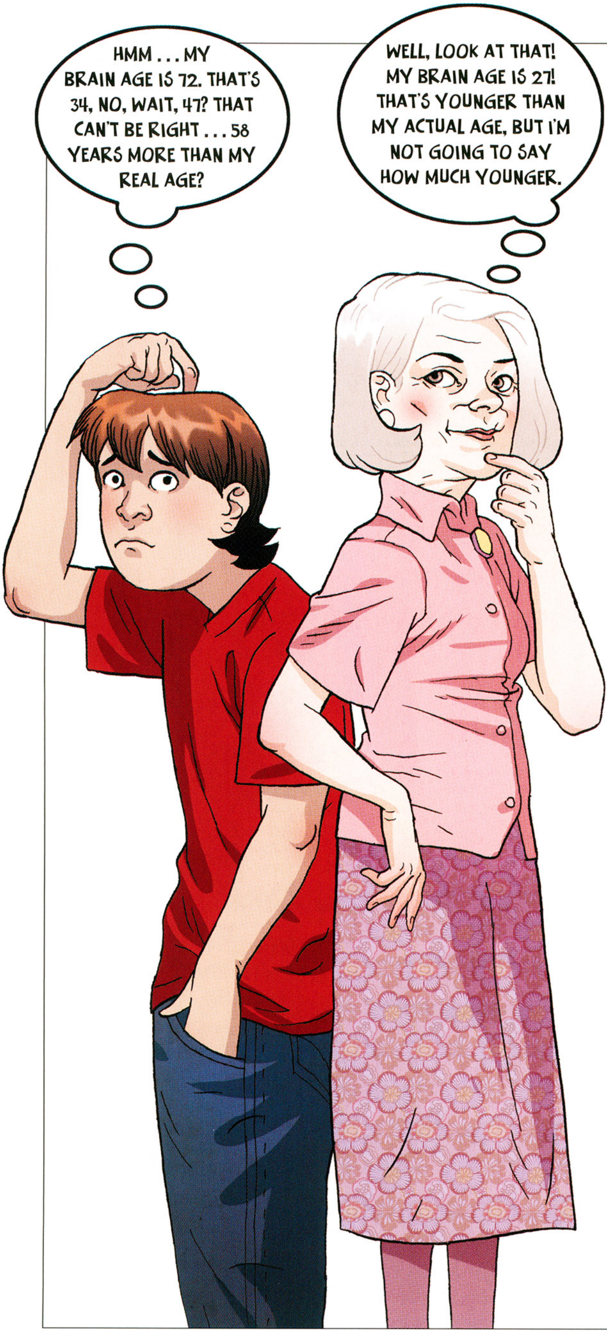
THE BRAIN RAGE PICKS UP STEAM

Brain Age's solid Japanese debut in May 2005 led to blockbuster sales over the fall as the game continued to attract people who were not traditionally gamers, and across generations. By the end of the year, both Brain Age and a companion title, Brain Flex (to be released as Big Brain Academy in North America) became bona fide hits, with Brain Age reaching 1.7 million copies sold. The phenomenon even contributed to a shortage of Nintendo DS systems in Japan, and the demand remains strong.

The recent launch of Brain Age's sequel in Japan has once again sparked interest in the series: The new game is performing even better than the original did and has already sold 1.5 million copies. Brain Age 2 offers the same style of play that made the first title a hit, only with a new slate of activities that make more use of the DS's mic and touch screen. Plans have not been announced for a stateside release, but our brains can dream.

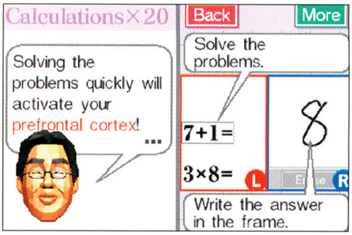
If it's not a game, what is it? A. Pop-culture phenomenon. B. Brain stimulator. C. Daily obsession. D. All of the above.




HMM . . . MY BRAIN AGE IS 72. THAT'S 34, NO, WAIT, 47? THAT CAN'T BE RIGHT . . . 58 YEARS MORE THAN MY REAL AGE?
WELL, LOOK AT THAT! MY BRAIN AGE IS 27! THAT'S YOUNGER THAN MY ACTUAL AGE, BUT I'M NOT GOING TO SAY HOW MUCH YOUNGER.

What Is Brain Age?

The concept of brain age may be an odd one to wrap your mind around. Of course, your brain is physically as old as you are. But Kawashima's studies suggest that your mental capacity (as evidenced by increased blood flow) can be represented by an age based on your performance in a range of activities. The optimal age in this context is 20 (the lowest age score you can receive in the game). If your performance is slower than that of the 20-year-old mind or if you've arrived at too many incorrect answers, your brain age will be higher than that perfect mark. The game allows you to check your brain age daily by completing three tests selected randomly. Your progress over time will be charted on a graph. By training regularly, you'll stand a chance of decreasing your brain age, either to an age that is lower than your actual age or to one that approaches 20. You may find that a younger brain age makes it easier to perform brain-taxing activities.

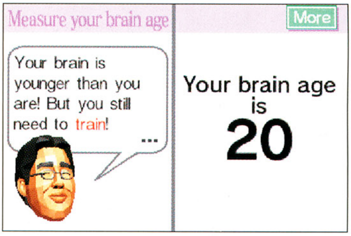

Calculations×20
Back
More
7+1=
3×8=
8
L
Erase
R

Solving the problems quickly will activate your prefrontal cortex! ...

Solve the problems.

Write the answer in the frame.

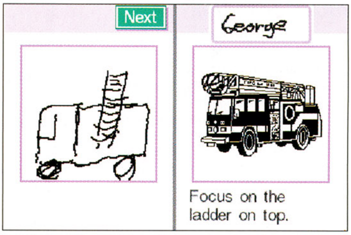
Dr. Kawashima subjects you to three tests presented in quick succession during your Brain Age Check.


Measure your brain age
More

Your brain is younger than you are! But you still need to train! ...

Your brain age is 20

And your brain age is . . . Daily training might let you rate the optimal age of 20.


Next
George

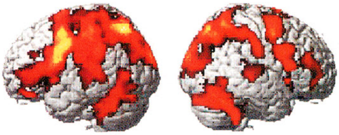
Focus on the ladder on top.

Bonus activities ask you to remember something that you've done recently or to draw an object from memory.

MIND CONTROL

QUICK THINKING STIMULATES THE BRAIN

After conducting studies for 20 years, Dr. Kawashima, a neuroscientist, has come to the conclusion that certain types of brain exercises excite the prefrontal cortex. Brain Age offers those exercises in a fun format that exploits the strengths of the DS.



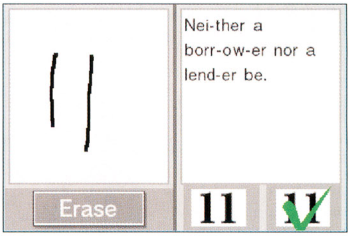
Using imaging tools, scientists are able to see the brain's blood-flow activity as it takes on various tasks. Rapid blood flow (displayed by yellow and red areas on the scan) is believed to be good for the brain, feeding oxygen to all areas. Among the exercises that are most stimulating are simple math problems solved in quick succession, and reading out loud.

The alien mothership appears to be giving our friend plans for Earth's invasion.

© 2006 Ryuta Kawashima

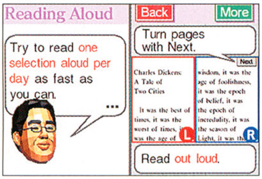
Does Your Brain Need Training?

As a person gets older, his brain power naturally declines. That makes it as important to exercise your mind as it is to exercise your body. Have you ever forgotten where your car is parked in a packed lot? Do you zone out in meetings or classes? Do you just want to stay competitive with other people? Brain Age offers a simple way for you to keep thinking on your toes, and it's fun, too—a 15-20 minute set of activities gives you a feeling of accomplishment. If you want to delve deeper on a given day, you can complete more exercises or take on one of the sudoku-style puzzles. Sudoku dictates a pace different from that of the other exercises, giving you a more well-rounded experience.



Nei-ther a borr-ow-er nor a lend-er be.

Daily brain-training exercises range from math-related puzzles to reading tests. If you're not in a place where you feel comfortable speaking into your DS, the game will select touch-triggered activities only.



Reading Aloud

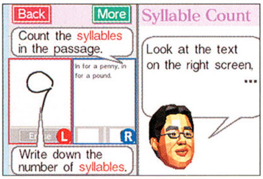
Try to read one selection aloud per day as fast as you can. ...

Turn pages with Next.

Charles Dickens: A Tale of Two Cities

It was the best of times, it was the worst of times, it was the age of wisdom, it was the age of foolishness, it was the epoch of belief, it was the epoch of incredulity, it was the season of Light, it was th

Read out loud.



Syllable Count

Count the syllables in the passage.

In for a penny, in for a pound.

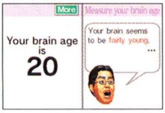
Write down the number of syllables.

Look at the text on the right screen. ...

NP Staffers Test Their Brain Age

If you've read Nintendo Power for a while, you know that we writers are a pretty witty collection of guys, right? We put four of our word monkeys to the Brain Age test to find out how they rate. As you'll see, some of us could benefit from a daily mental workout. Apparently, living off of coffee and Ho-Hos and playing lots and lots of video games hasn't been as great for our gray matter as we would have hoped.

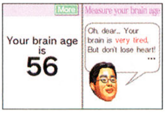
I attribute my awesome score at Brain Age to my having repeated the 3rd grade three times, and thus getting really, *really* good at arithmetic. However, I think Mrs. Hamilton only passed me because I couldn't fit in the little desks anymore.



Your brain age is 20

Your brain seems to be fairly young. ...

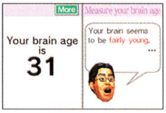
My first date with Brain Age taught me some valuable lessons: one, Chris S. is way smarter than me; two, things that seem simple in theory can be confusing in practice; three, thinking too hard makes my brain hurt; and five, I can't count.



Your brain age is 56

Oh, dear... Your brain is very tired. But don't lose heart! ...

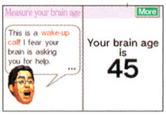
My brain age is younger than my actual age, but I still have room for improvement. As is the case with playing any game, seeing my score makes me want to play again and do better next time, and of course match Chris.



Your brain age is 31

Your brain seems to be fairly young. ...

Scores, shmores. So what if I'm a little old in the head? Big deal. I'll keep training, and drinking milk; then we'll see who has the last laugh. If 45 means that my brain is over the hill, then Andy's is getting ready to retire.



This is a wake-up call! I fear your brain is asking you for help. ...

Your brain age is 45

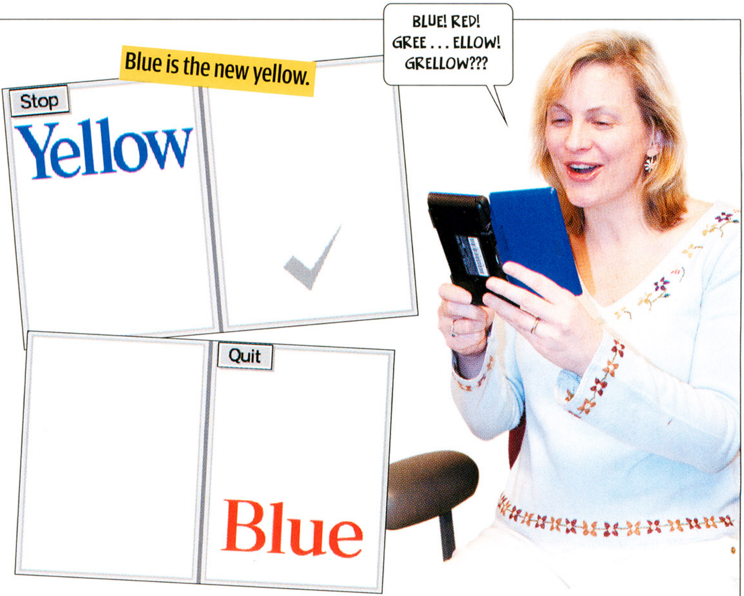
Mental Muscle

The 10 exercises at the heart of Brain Age's Brain Training and Brain Age Check programs are designed to challenge your thought process and move blood in your brain. The game accomplishes those goals by having you interact with the DS in unexpected ways: answering verbally into the microphone, and writing words and numbers on the touch screen using the stylus.

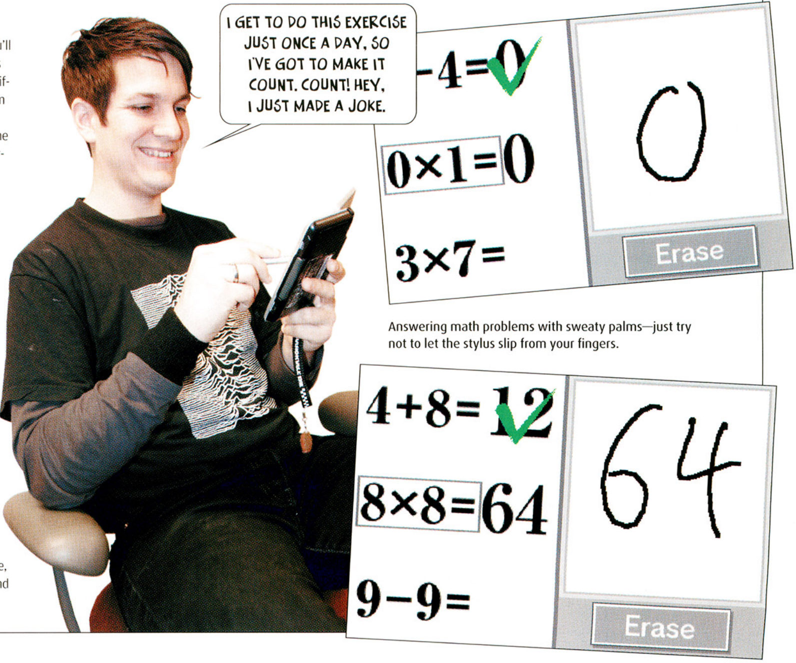
One of the game's activities is based on the classic Stroop Test. Named after scientist J. Ridley Stroop, the test asks you to separate the meaning of color words (green, red, blue, yellow, black) from the colors of the words themselves. Entries appear on both screens. Sometimes a word's color matches its meaning (the word "yellow" in yellow type, for example). Sometimes it doesn't. Your task is to announce the color of the word into the mic and ignore its meaning. It sounds easy, but wait until you try it with the clock ticking and the words flying. When you perform the test repeatedly, you'll notice that your mind begins to process the information differently from how it did when you started, allowing you to think of the two aspects of the words—their physical properties and their descriptions—separately. The fact that you are saying the words out loud, rather than selecting choices from a menu, makes the test faster and more exciting.

The Calculations tests present streams of math problems. You solve them by scribbling digits on the touch screen, which the program translates into typed numbers. The problems come in groups of 20 and 100, starting with subtraction, addition, and multiplication of one- and two-digit numbers, and eventually graduates to division.

All of the activities offer a strong interactive experience, awakening not only your mind but your gaming spirit.


Blue is the new yellow.
Stop
Yellow
Quit
Blue
BLUE! RED! GREE . . . ELLOW! GRELLOW???

Try your hand at color correction. Remember, it's the color of the letters—not the color the letters spell—that you have to shout out.

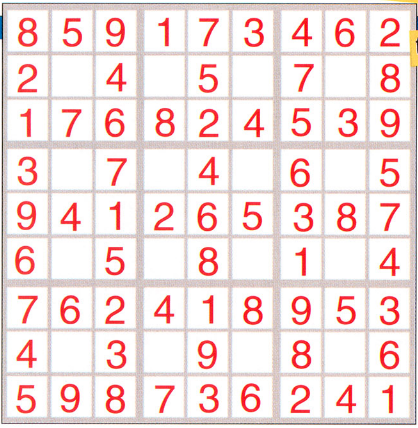

I GET TO DO THIS EXERCISE JUST ONCE A DAY, SO I'VE GOT TO MAKE IT COUNT. COUNT! HEY, I JUST MADE A JOKE.
-4=0
0×1=0
3×7=
0
Erase
4+8=12
8×8=64
9−9=
64
Erase

Answering math problems with sweaty palms—just try not to let the stylus slip from your fingers.

COUNT ME IN

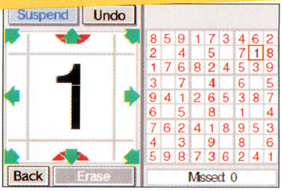
PLAY BY THE NUMBERS

Sudoku is rapidly becoming a favorite pastime of puzzle fans, appearing in newspapers nationwide and in a series of books. The North American version of Brain Age will include several examples of a number-grid puzzle in the sudoku style. Dr. Kawashima's studies show that, like quick calculations and reading aloud, the activity promotes rapid blood flow in the brain.



8	5	9	1	7	3	4	6	2
2		4		5		7		8
1	7	6	8	2	4	5	3	9
3		7		4		6		5
9	4	1	2	6	5	3	8	7
6		5		8		1		4
7	6	2	4	1	8	9	5	3
4		3		9		8		6
5	9	8	7	3	6	2	4	1

You'll need all these numbers to calculate the size of sudoku's growing fan base.



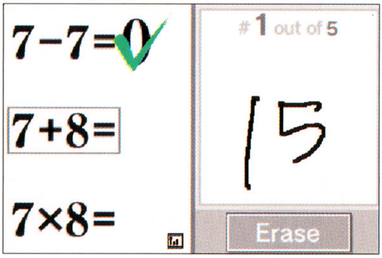
8	5	9	1	7	3	4	6	2
2		4		5		7	1	8
1	7	6	8	2	4	5	3	9
3		7		4		6		5
9	4	1	2	6	5	3	8	7
6		5		8		1		4
7	6	2	4	1	8	9	5	3
4		3		9		8		6
5	9	8	7	3	6	2	4	1

The puzzle is set up in a nine-by-nine grid with three-by-three regions. Some digits appear in boxes at the start. You must fill in the missing numbers so the digits 1 through 9 appear only once in each nine-box region, horizontal line, and vertical line. The grid shows up on the touch screen first. After you tap an empty square, the main puzzle moves to the other screen and a close-up view of a square pops up on the touch screen so you can input a number.

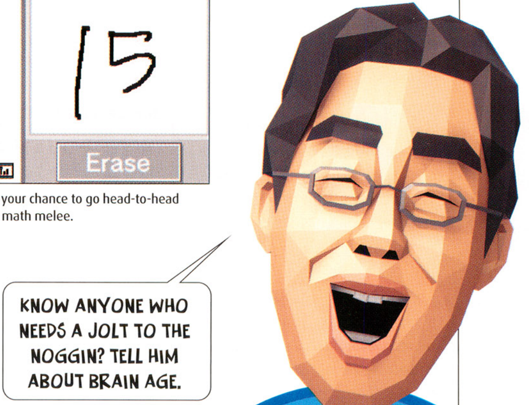
Groupthink

You'll find that when you make progress in the game by decreasing your brain age, you'll want to share the news with others. Brain Age allows you to train with up to three like-minded individuals on the same game card, and compare your progress to theirs. When you select a graph to see how far you've come, you can bring up the graphs of the other participants, as well. A little friendly competition will inspire you, your friends, and your family to train every day.

Speaking of competition, you can pit your math-calculation speed against that of others in a group of up to 16 people using a single Brain Age card and a DS for every participant. Select the Download option and let those around you download the Calculation Battle x 30 test. All participants start at the same time and solve 30 math problems as quickly as they can. Players are not docked time for an incorrect answer, unlike in the solo test. Instead, they have to keep plugging away at the question until they get it right. The person who completes all 30 equations first wins. There's nothing like a test of quick-thinking skills to get your mind in gear.



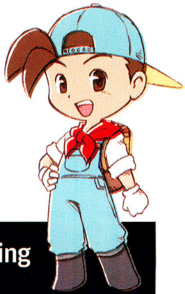
The Calculation Battle x 30 is your chance to go head-to-head against others in a 16-player math melee.


KNOW ANYONE WHO NEEDS A JOLT TO THE NOGGIN? TELL HIM ABOUT BRAIN AGE.

Put Brain Age to the Test

The best way to know if Brain Age is right for you is to give it a spin. Anyone with the game can upload a demo to another DS owner. You can also grab a demo from a DS Download Station at a participating retailer (for details, see the DS Download Station news story on page 14). The demo includes a brain age check, a brain-training exercise and a sudoku-style puzzle. Once you have your hands on the game, you won't want to let go.

10 THINGS YOU'VE NEVER DONE IN HARVEST MOON



Everyone's favorite farming RPG breaks tradition in **Harvest Moon DS**.

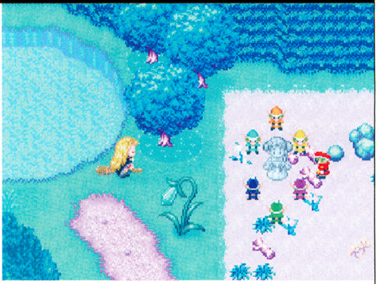
By Andy Myers

In many ways, Harvest Moon DS (set for release in June) is the quintessential Harvest Moon title. It takes place in a familiar setting, with familiar characters to keep you company as you farm, farm, and farm your way through four seasons a year. You'll plant plenty of crops, raise droves of animals, catch boatloads of fish, make friends, and get married—all in a fashion that will be second nature to fans of previous games. And then there's the rest of Harvest Moon DS, which presents a number of things that will likely catch Harvest Moon enthusiasts off guard. Join us as we explore 10 of the game's most inpired elements.

RATING PENDING
RP
CONTENT RATED BY ESRB

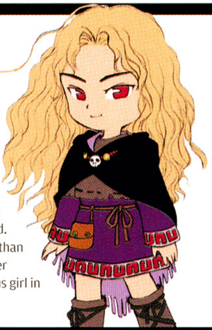
#1 SAVE THE HARVEST GODDESS

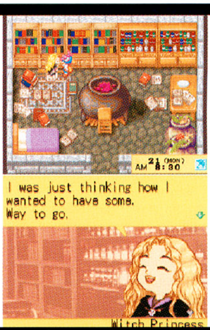
In Harvest Moon DS, your hard work has a purpose beyond simply letting you live a happy life—the Harvest Goddess and her Harvest Sprites have been banished to another world by the Witch Princess, and you're the only one who can save them! What does working hard have to do with saving the Harvest Goddess? We're not sure, but as you perform your daily duties, you'll somehow save the 101 Harvest Sprites one by one, and eventually the goddess herself. So get to work!



#2 WOO A WITCH

The lovely ladies of Harvest Moon are back, and with a little perseverance, you can convince one to marry you. But Harvest Moon DS has more than the normal country gals running around town. The Witch Princess (yes, the one responsible for all the town's troubles) can also be courted. She will take a bit more convincing than the other girls, but if you can win her over, you'll have the most dangerous girl in Forget-Me-Not Valley by your side.



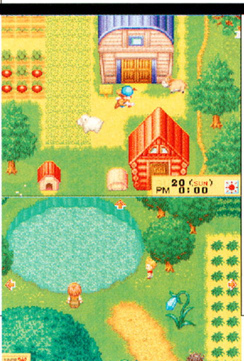


I was just thinking how I
wanted to have some.
Way to go.

Witch Princess

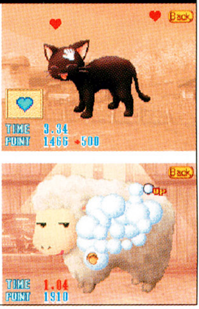
#3 BE IN TWO PLACES AT ONCE

In Harvest Moon DS, you can perform many tasks on the lower screen in real time—checking the town map is one of them. This feature can be a huge time-saver. If you're courting a particular girl, for instance, and don't know where she is, there's no need to run around the town like a madman searching for her. You can continue your daily routine on the farm, and use the touch screen to scroll through the town's different areas until you locate her. Hooray for technology!



#4 TOUCH YOUR ANIMALS

Keeping your animals happy is a job in itself. Once you possess the Touch Panel Gloves, animal interaction becomes a touch-screen affair. Pet or brush any of your animals with the gloves equipped to enter a timed minigame that will rate your performance. In addition, milking cows and shearing sheep take place on the touch screen.



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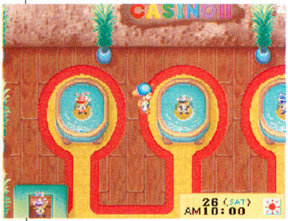
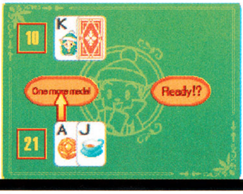




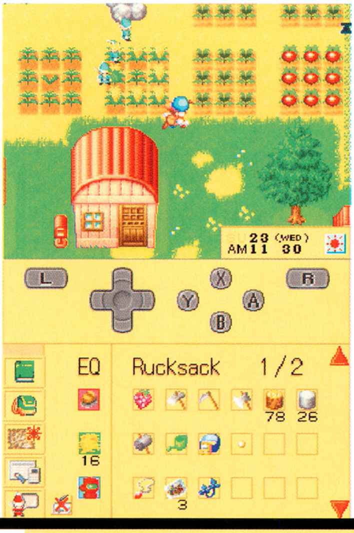
#5 HIT UP THE CASINO

Going to the horse races is a Harvest Moon tradition, but in Harvest Moon DS, the Harvest Sprites have set up a full-blown casino for your gambling enjoyment. Place bets at a Blackjack table, a Poker table, and more. The currency at the casino is medals, which can be purchased with cash at the front desk. Your winnings can be traded for rare items such as the Teleport Stone, or used to employ Harvest Sprites.

What happens in Harvest Moon stays in Harvest Moon.

#6 HIRE HARVEST SPRITES

The concept of befriending the Harvest Sprites is familiar to fans. In Harvest Moon DS, you can actually hire the little guys at the start of the game to do your bidding, whether they're your friends or not. After you've got a few seasons under your belt, you'll most likely be in command of a small army of sprites.

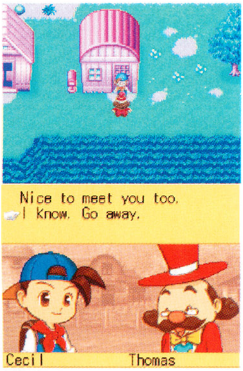


#7 SAVE ANYWHERE!

Gone are the days of heading home to save your game. In Harvest Moon DS, your diary travels with you and you can access it via the touch screen whenever you feel the need. This is especially handy when you're experimenting with the likes and dislikes of your friends. Saving just prior to giving a gift will help you avoid offending a love interest with an item she doesn't like.

#8 TALK TRASH

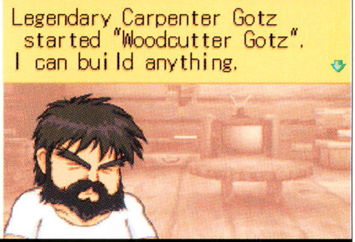
It's not all happy all the time in Forget-Me-Not Valley. When people have a bad day, they show it. You'll observe plenty of arguing, taunting, and dissing among your fellow townspeople. Even your character can get caught up in the drama and let off a little steam every once in a while.



Nice to meet you too.
I know. Go away.

#9 PHONE IT IN

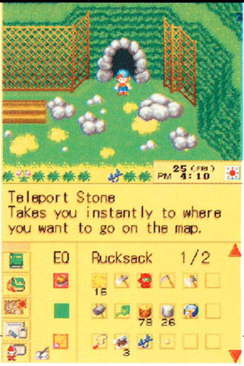
In most Harvest Moon games, every shop has its own hours and services. The same holds true in Harvest Moon DS, but you no longer have to spend time traveling from shop to shop. Buying seeds, upgrading tools, ordering animals, even constructing new buildings—almost all commerce can be conducted over the telephone from the comfort of your own home. Now that's service!



Legendary Carpenter Gotz
started "Woodcutter Gotz".
I can build anything.

#10 TELEPORT ON THE FLY

In the Harvest Moon GBA games, a hard-to-find item known as the Teleport Stone gave you the power to teleport to different areas on the map. In Harvest Moon DS, the Teleport Stone is available for purchase early on in the casino. Once the stone is equipped, you can instantaneously jump to any area in Forget-Me-Not Valley by touching the game's persistent map with your stylus.



Teleport Stone
Takes you instantly to where you want to go on the map.

INSIDE ZELDA

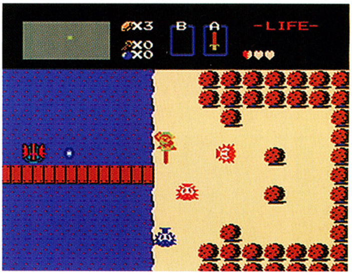
NINTENDO POWER'S MONTHLY CHECK-IN FROM THE ZELDA DEVELOPMENT TEAM.

(Part 11)

BEHIND THE LANDSCAPES IN HYRULE

MAKOTO SASAKI | **NINTENDO** | **KYOTO**

Three issues ago, landscape designer Atsushi Miyagi revealed the importance of environment design. Two issues ago, Kazuaki Morita explained the arcane secrets of programming. And now Inside Zelda puts the intersection of these two arts under the microscope with Makoto Sasaki, whose programming skills are bringing Twilight Princess's lush world to life. It seems the old adage is true: The devil is in the details. Blazing sunlight, harsh rains, ambient effects—it's all vastly more complex to pull off with utterly enchanting realism. How has Sasaki prepared for the programming task of a lifetime? As he explains, the path of the programmer can lead through some *very* interesting realms.



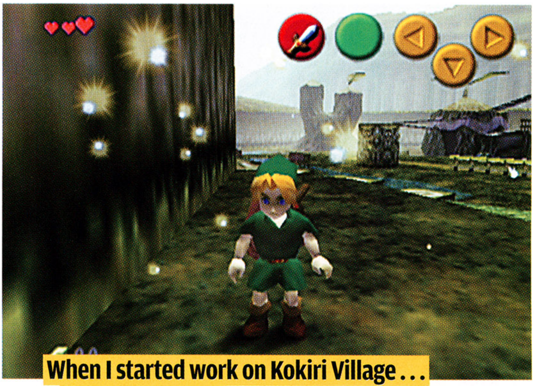
The first time Sasaki programmed for Zelda, it was on the Super Famicom Satellaview-X version of the original game.

Working the Network

Long before I had my first job working with Link, my dreams were deep in the world of programming. In fact, I didn't even have my first professional experience with *video game* programming until I found myself working on the stock-trading system that operated over the Family Computer Communications Network, the Famicom network that launched only in Japan in the late 1980s.

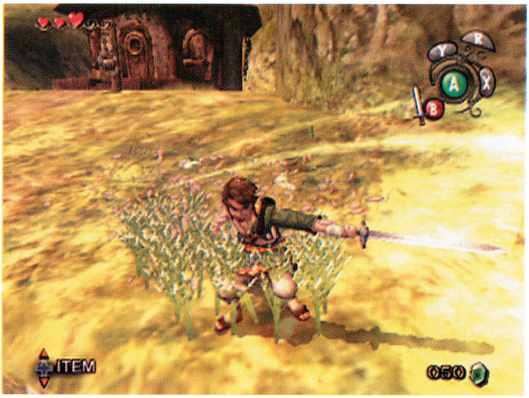
Before that, my programming background centered on controlling machines, though I did have a little personal experience in game programming. But after I finished my work on the Famicom stock-trading project, I went back to my previous work and spent several years developing inventory-organizing systems for warehouses and automatic point-scoring systems for bowling alleys. But, in my spare time, I did side work on another game-related project: Students who wanted to study game development could experiment with a program based on the original Super Mario Bros. game, which let the students customize characters and add programming changes. I also got involved with another networking project, this one for the Super Famicom system, which used a satellite network add-on system to enable network connection. Based on the original Zelda game, the networked game let home consumers interact with each other over the satellite broadcasting system. Back in that time, it was a really cutting-edge idea—I remember thinking that it was like a live TV show! But it was quite a difficult programming project, since the goal was to have no interactive lag or any programming bugs. The strain was incredible.

I had played games from a young age, but I'd never imagined that I'd actually work in game development one day. When I was 14 years old, the Famicom came out in Japan, and I loved Super Mario Bros. And Xevious—that I played until my thumbs got sore. When I first saw the original Legend of Zelda, I wasn't very impressed because the graphic system was somewhat simple. Other games had prettier graphics at the time. But once I experi-



When I started work on Kokiri Village . . . they turned me loose to explore . . . so I created a a place where eerie light balls floated around.

My creative philosophy: if it's enjoyable to create, it'll be loved by the game player.



enced it, I was utterly captivated and couldn't stop playing it. I was so impressed at how the game was designed to let players *play*. Around the same time, I started messing around with personal computers. But, unlike today, no useful applications or tools existed back then. You needed to create your own programs from scratch, or else your PC did almost nothing at all. It was a vast and fascinating void to fill with my creations, and that world became my total obsession.

Slashing at grass was a simple matter in previous games. But Sasaki notes that bringing Link's swordplay to life in Twilight Princess is a far more complicated matter.

Environmental Protection in Hyrule

From my perspective, a programmer's job is to follow and meet the expectations set out for what a game's designers, planners, and creators would like to see happen. During the programming process, we'll propose more ideas and concepts to make things even better, if possible, then get responses back from the creative staff. After many communications back and forth, the overall effect becomes better and better.

I know that sounds theoretical, so let me explain a specific instance from one of the environments from The Legend of Zelda: Ocarina of Time. When I started work on Kokiri Village, the creative guidance that I got was to program their environments in a way that evoked a feeling of wonder—and then they turned me loose to explore what that meant. So I created a place where eerie light balls floated around. To that I added another touch: that the lights would follow the character's movements. Then and now, I sometimes build these touches into the environments and surprise the designers with them. In that case, the designers really liked the wondrous effect and decided that the floating lights would stay in the game. That approach really meshes well with my creative philosophy: if it's enjoyable to create, it'll be loved by the game player.

Creating environments requires a sense of many factors: sunlight, rain, lighting effects that change to reflect the passage of time, it just goes on and on. I was responsible for environment programming in Ocarina of Time, Majora's Mask, and The Wind Waker. And, as you know, Twilight Princess will be the most realistic Zelda game to date, so you can just imagine how detailed the designers' ideas are! So many factors, such a high degree of detail—you can start to see the incredible programming challenge before us!

My goal is to create environments that are not only beautiful and detailed, but also are so evocative that the players can "feel" it. For example, Link has been able to cut grass in previous games. But in Twilight Princess, cutting grass can be a richer experience. Link's sword is a little longer than before, and unlike previous games in which the sword-cutting was fairly simple, here he must use the tip of the blade. A subtle difference, but environmental programming is all about the art of subtleties! Another example is the spin attack. In Twilight Princess, the spin attack blows the grass outside of its range due to its sheer force. Another subtle but vital detail for achieving realism. Since the graphics are so stunning, we need to be that much more careful about details, or the spell will be broken. On the other hand, we can't be such a slave to environmental details that we lose excellent gameplay. We need to hit that perfect balance. Actually, the importance of the grass's relationship to the sword came from both Mr. Miyamoto and Mr. Aonuma—at the same time but on totally different tracks! I was very surprised, but it just shows how important the details are taken in Twilight Princess. It's been very enriching to work with Mr. Miyamoto; he's provided key insights for me to ponder. Consequently, the grass details haven't required a major amount of extra programming; but little effects can sometimes require a huge effort. It all depends on the environmental change.

Could I achieve similar real-life effects in the upcoming Zelda game with my programming? I truly hope so.

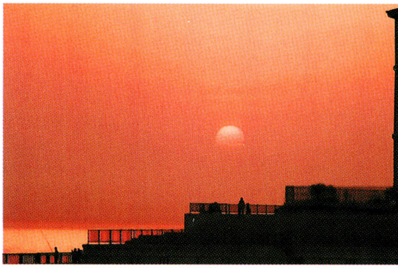
The Magic of Realism

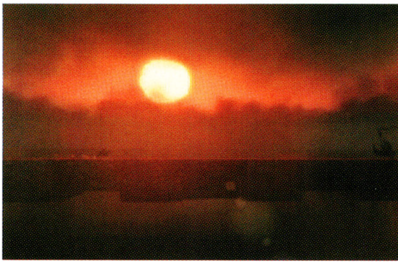
Outside of my work at Nintendo, I've had many wandering interests, but the one that's really stuck in recent years is photography—landscapes in particular. Though I've visited and been impressed by many places, it's something that happens all around us that has really struck me most: Even if you visit the same place at the same time of day, its atmosphere can be radically different. Even on a sunny day, the sky's color can be worlds apart from one day to the next; it's apparently an effect of air quality, and the changes can be so captivating.

Could I achieve similar real-life effects in the upcoming Zelda game with my programming? I truly hope so. If players suddenly realize that they're seeing more clouds than they did yesterday, it really could evoke that elusive, realistic feeling of the Zelda world. In programming for Twilight Princess, I've gained a strong appreciation for ordinary things: Keeping their realism intact is wonderfully challenging. Such simple things, like Link walking or rain falling—those are such ordinary things, but if a player spots one wrong detail, they'll be hit by the incongruity. Challenging, so challenging! But the overall effect will be magical, as long as we pay proper attention to the details.

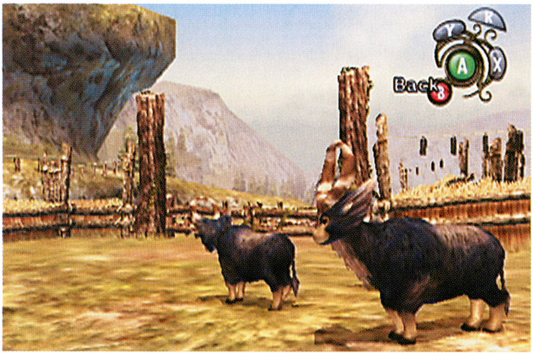
I can feel the worldwide anticipation as people wait for Twilight Princess. While my job isn't directly tied to gameplay, the art of programming can make a big impact. When Link is being forced to spend a long time in a damp, dark underground, I'll do my best to make the player feel it. And once Link breaks free of such a burdensome place and enters a refreshing environment, I'll ensure that the player feels immense release.

Environments are everything to me. Actually, I'd be delighted if, after playing the upcoming Zelda game, players then longed to visit the extraordinary real-life places that can be found in nature. It'd be the ultimate compliment to Twilight Princess.





Sasaki's study of lighting through his personal photography has pervaded some of the environmental programming that we've already seen in Twilight Princess.



Sasaki's photography has also captured animals on landscapes. How might his spatial study of creatures on environments be impacting his programming of Twilight Princess's fields?

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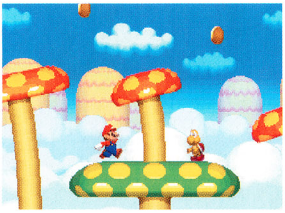
SIZING UP Mario

On May 7, the Mario Bros. will return with the first all-new side-scroller in over a decade. We went to the man behind the plumbers to get the inside story on New Super Mario Bros. for DS.

By Steve Thomason

He may not be a household name like Shigeru Miyamoto, but Takashi Tezuka has been one of the creative forces behind Mario since the beginning, and has worked on some of Nintendo's most beloved titles (check out his partial gameography on page 43).

"I want to recapture the spirit of the original Super Mario Bros." —Takashi Tezuka



Nintendo Power: First, can you tell us anything about the story/setting for New Super Mario Bros.?

Takashi Tezuka: We don't want to reveal too much yet, but as usual, Princess Peach has been kidnapped and it's up to Mario to rescue her [laughs]. We didn't really want to have a more complex storyline than that.

NP: Is it set in the Mushroom Kingdom?

TT: Yes, it is.

NP: Which previous game in the series would you say New Super Mario Bros. is most reminiscent of, and why?

TT: When developing this game, I really had the original Super Mario Bros. in mind. After that game, Mario evolved, of course, but it eventually became more difficult and suited more toward hard-core gamers. That wasn't the intention, but that's how the series naturally evolved. I didn't want to continue in that direction. That's not to say this game isn't for hard-core players, but I want to recapture the spirit of the original Super Mario Bros.

NP: Which games have members of the development team worked on previously?

TT: The core team worked on the Super Mario Advance series, as well as Yoshi Touch & Go. Some members of the team, including myself, also worked on the previous Super Mario games for the NES and Super NES.

NP: Can you tell us a bit about the two-player mode? Will the stages be different from those in the single-player mode, and are there cooperative elements or is it more competitive?

TT: The demo at last year's E3 showed a little bit of the two-player mode, though it has changed a bit since then. There are specific courses for the two-player mode that are completely different from those in the single-player mode. And it's largely competitive, with the players racing to collect something and stuff like that.

NP: Will there be any boss battles in the two-player mode?

TT: No.

NP: Will the game include Wi-Fi play?

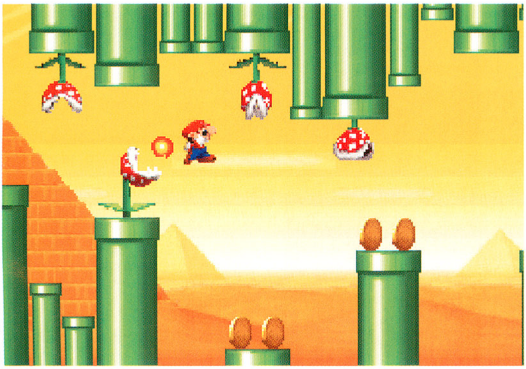
TT: No Wi-Fi play in this game.

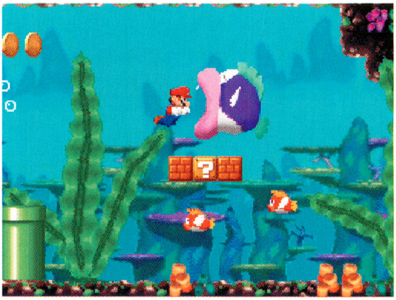
NP: Will it use the microphone at all?

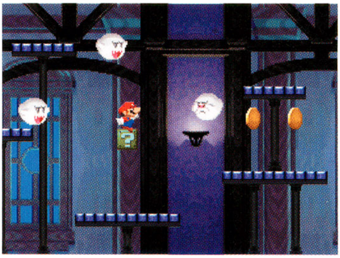
TT: No.

NP: Are there any gameplay differences between Mario and Luigi?

TT: There are no differences, because especially for two-player mode, I didn't think it would be a good idea for the characters to have different strengths or abilities. It might have given one player an advantage over the other.







"The game system is designed to challenge the player and encourage replay."

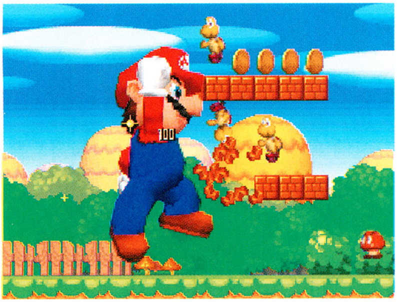
NP: Will we see any of the other beloved characters from the Mario universe, such as Yoshi, Toad, etc.? How about Bowser and the Koopalings?

TT: All of the characters you mentioned will show up except for Yoshi [laughs]. Because we're trying to get back to the spirit of the original Super Mario Bros., Yoshi doesn't really fit.

NP: What kinds of new power-ups are in the game?

TT: In addition to the standard Super Mushroom, Fire Flower and those kinds of things, there are quite a few new items. There's a mushroom that turns Mario tiny. Another kind of mushroom turns Mario into a giant if you collect three of them. There's also a Koopa Mario; he wears a shell and can slide back and forth like a Koopa to hit enemies. We can't reveal all of the new power-ups at this time, however.

> **"It's very important that we don't betray people's expectations."**

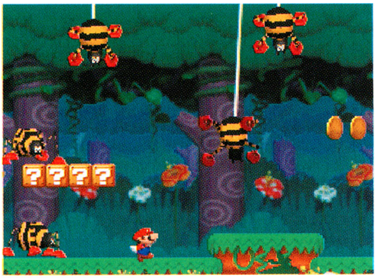


NP: Who is composing the music for the game? How much of it will be new and how much of it will be familiar Mario themes?
TT: Mr. Koji Kondo is doing some music for the game, but this time the main composer is Ms. Asuka Ota, who did the soundtrack for Yoshi Touch & Go. The music will be mainly classic Mario themes with new arrangements. In terms of other sound elements, you know, the last few Mario games have included voice samples and stuff. But this time, we want to go back to the sound style of the original Super Mario Bros. There will be no voices, the jumps will sound similar to those in the original game, etc.

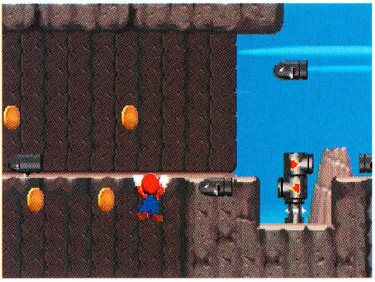
> **"One of the impressions I get is that all of the secrets we hid in [Super Mario Bros.] caused people to talk about it a lot."**

NP: Mario games have always had a lot of replay value. Is there anything specific in New Super Mario Bros. that will encourage gamers to play through multiple times?
TT: The gameplay itself has a lot of replay value, I think. In addition, you won't be able to save your progress from level to level; you'll only be able to save when you reach the next world. So in that way, the game system is designed to challenge the player and encourage replay. Also, remember how in Super Mario 64 you needed to collect a certain number of stars to reach the next course? We're doing something similar to that. There are also similarities to Super Mario World in that different branches exist to different levels. By completing some task, you'll open a different branch.

NP: Why has it been so long since we last saw an all-new Mario side-scroller?
TT: There's no specific reason [laughs]. But as is the trend in the gaming industry, we've just put more resources into developing 3-D games like Super Mario Sunshine. Also, we had been busy with the Super Mario Advance series on the GBA, so we didn't have a chance to create a totally new side-scroller until now.



NP: Why did you decide to make a side-scroller instead of a 3-D title?
TT: The first thing was that we wanted to make a Mario game for DS. Since there's already a 3-D Mario on the DS (Super Mario 64 DS), we wanted to make something different. At the same time, the team had spent a long time working on the Mario Advance series, so we also wanted to create something new. That's one of the reasons we rendered the characters in 3-D; to make it look new and different for a Mario side-scroller. And again, we wanted to go back to the original fun of the Super Mario series. We don't want the gameplay to be so complicated that it excludes everyone but hardcore gamers. It may not match the popular trend of doing a completely 3-D game, but a side-scroller is more intuitive for most people. It's easier to understand how to get from the beginning to the end [of a level].



NP: Were there any other reasons the team decided to go with polygonal character models rather than 2-D sprites?
TT: It makes certain types of expression easier. We can rotate characters, make them bigger, make them smaller, etc. Those types of things are more difficult with 2-D sprites. Also, current development tools tend to favor 3-D graphics.

NP: What would you say is the most important element of a Mario platformer?
TT: Of course, many players have experienced Mario platformers, and they bring certain expectations to each game. For example, if you see a certain kind of block, you expect there to be something inside when you hit it. If you've been able to stomp on an enemy that looks a certain way in the past, you should be able to stomp on a new enemy that looks similar. There's a familiarity there, and it's very important that we don't betray people's expectations.

NP: The original Super Mario Bros. revitalized people's interest in video games. Why do you think Mario's games have struck such a chord with so many gamers?
TT: As one of the people who created the game, that's not an easy question for me to answer [laughs]. One of the impressions I get is that all of the secrets we hid in the game caused people to talk about it a lot. "Did you get this hidden item? Did you find the secret way to get to this stage?"—things like that. I think that's something that helped the game catch on.

NP: How have your sensibilities as a game designer changed since you last worked on a Mario side-scroller?
TT: There haven't really been any major changes [laughs]. Of course I've gained a lot of know-how and technical expertise over the years, but my philosophy on what makes a game fun hasn't really changed.

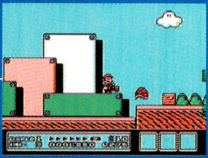
NP: Any chance we'll ever see another Mario side-scroller on a home console?
TT: The probability is not zero, but no further comment at this point [laughs].

NP: What would you say is the most exciting element of New Super Mario Bros.?

Takashi Tezuka GAMEOGRAPHY

SUPER MARIO BROS.
(1985, NES) - Graphic Design

THE LEGEND OF ZELDA
(1987, NES) - Director/Graphic Design

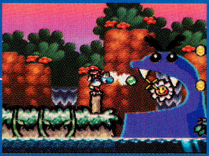


SUPER MARIO BROS. 3
(1990, NES) - Director

SUPER MARIO WORLD
(1991, SNES) - Director

THE LEGEND OF ZELDA: A LINK TO THE PAST
(1992, SNES) - Director

THE LEGEND OF ZELDA: LINK'S AWAKENING
(1993, Game Boy) - Director



SUPER MARIO WORLD 2: YOSHI'S ISLAND
(1995, SNES) - Director

SUPER MARIO 64
(1996, N64) - Assistant Director

YOSHI'S STORY
(1998, N64) - Producer

THE LEGEND OF ZELDA: OCARINA OF TIME
(1998, N64) - Supervisor

LUIGI'S MANSION
(2001, GCN) - Producer

SUPER MARIO SUNSHINE
(2002, GCN) - Producer

ANIMAL CROSSING
(2002, GCN) - Producer

THE LEGEND OF ZELDA: THE WIND WAKER
(2003, GCN) - Producer

MARIO KART: DOUBLE DASH!!
(2003, GCN) - Producer

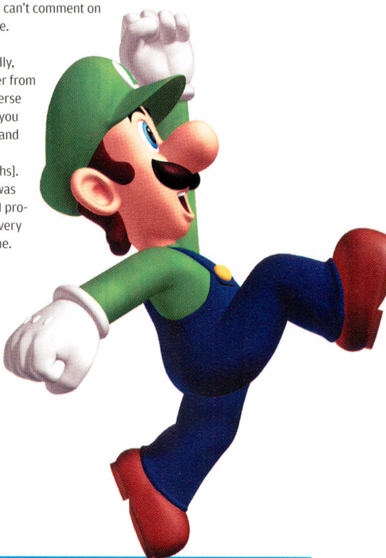
PIKMIN 2
(2004, GCN) - Producer

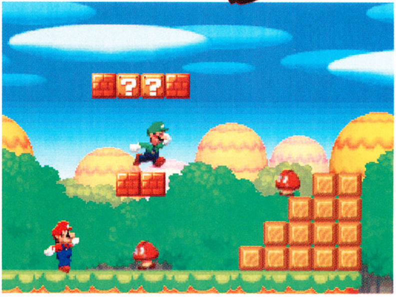
YOSHI TOUCH & GO
(2005, DS) - Producer

TT: It's very accessible and intuitive for a wide range of players. Also, I think it will set a totally new standard for side-scrolling action games.

NP: Platforming is one of gaming's oldest genres. Whereas some genres, like first-person shooters, seem a natural fit for the Revolution controller, it's not as easy to imagine how a platformer would work. Do you think adapting platformers for the Revolution controller will be particularly challenging? Will you have to rethink the genre completely?
TT: Sorry, but I can't comment on that at this time.

NP: Darn. Finally, which character from the Mario universe would you say you most relate to and why?
TT: Yoshi [laughs]. Yoshi's Island was the first game I produced, so he's very important to me.





SPACE RACE

It's an intergalactic sprint for total dominance in **Metroid Prime Hunters** for Nintendo DS. Can Samus lead the pack?

By Chris Shepperd

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Developed by Nintendo
Software Technology Corp.

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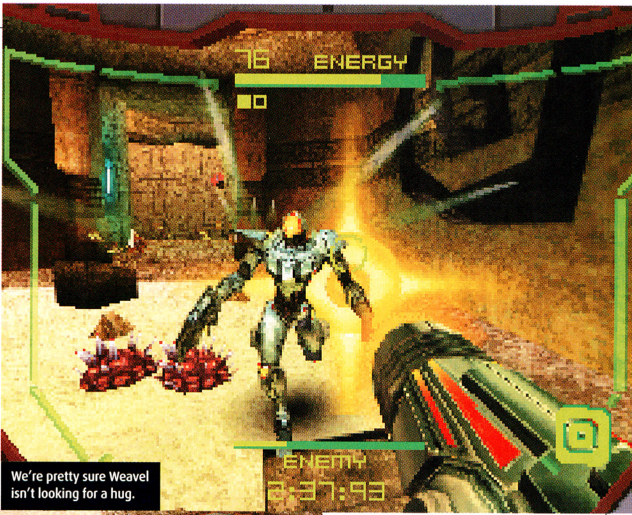
CONTENT RATED BY
ESRB

"The secret to the ultimate power lies in the Alimbic Cluster." These 11 words echo across the universe, a telepathic message that teases the promise of power beyond anyone's wildest dreams. And so begins the race to claim the ultimate prize in Metroid Prime Hunters for Nintendo DS.



We're pretty sure Weavel isn't looking for a hug.

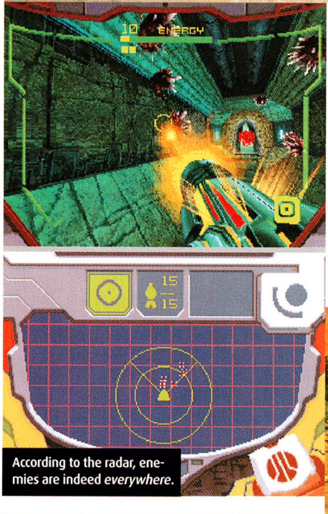
Last month, we focused on Metroid Prime Hunters' stellar multiplayer aspects, and we'll follow up with more Wi-Fi details in the following months; now we delve deeper into the single-player adventure. As in previous Metroid games, Hunters puts you in control of the famous Samus Aran, the renowned and highly skilled bounty hunter. The Galactic Federation has requested her services to help investigate the telepathic communication emanating from the deepest corner of the universe. The transmission has garnered interest across the universe because of the mysterious fate of the Alimbics, the race that formerly called the Alimbic Cluster home. By all accounts, they were vastly intelligent, and their world was both peaceful and prosperous. But the Alimbics simply disappeared, abandoning their homes and leaving their society exactly as it stood the day they left. Their past mystifies the rest of the universe.

Samus's association with the Federation is long and storied—she joined the organization after leaving her home planet of Zebes, and the Federation academy trained her in the art of combat. Although her fiercely independent spirit carries her to many different locales, she has remained loyal to the Federation, and continues to favor contracts from them over all others.

As large as the Galactic Federation is, by no means does it encompass the entire universe. The Alimbic Cluster itself resides outside of Federation jurisdiction—if the organization intends on investigating the mysterious message, it will have to keep its actions covert. Fortunately, Samus's skills as a bounty hunter suit their needs perfectly—she travels alone, and no one she leaves behind is willing to talk.

The Galactic Federation isn't the only body that has received the telepathic communique. Other civilizations have begun to mobilize their own plans to investigate the Alimbic Cluster. Samus will have to compete with six rival bounty hunters, each very motivated, and each very deadly. The rationales for their missions is as diverse as the hunters themselves. But they share one thing in common—they won't let anything stand in their way.

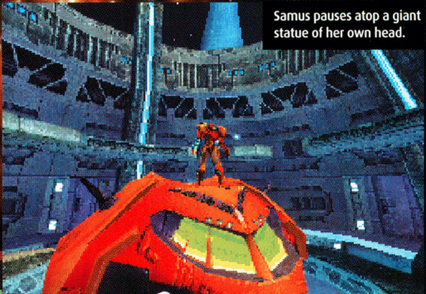
But what is the "ultimate power" that the bounty hunters seek? Is it a weapon? Is it an unstoppable creature? Nobody knows for sure. The uncertainty makes the missions of the bounty hunters all the more urgent; they want not only to claim the power for themselves, but to ensure that the awesome power does not fall into the hands of their enemies.



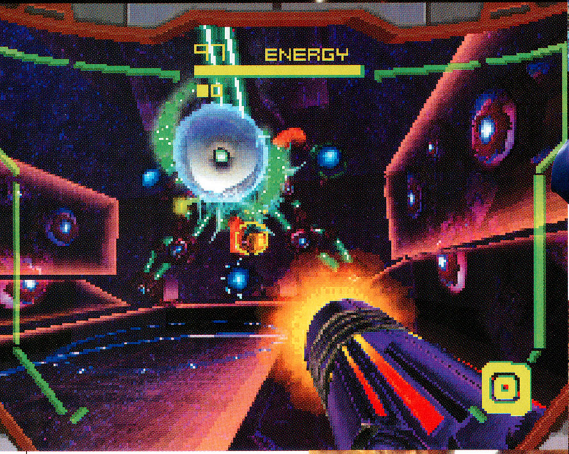
According to the radar, enemies are indeed *everywhere.*

Hunter Gatherer

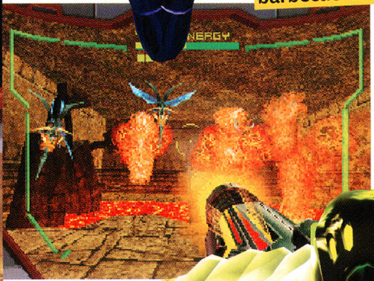
Samus's objectives are clear—head to the Alimbic Cluster, discover the meaning of the cryptic message, and if possible, find a way to harness the ultimate power. But most of all, she must prevent the other hunters from claiming the ultimate power for themselves. The Alimbics may have left their world in pristine condition, but countless years have passed since their departure. Edifices have begun to erode, creating treacherous situations for the acrobatic Samus. She'll need a keen eye and quick instincts to stay out of peril. Samus has much more to worry about than frail walkways and shifting lava—monsters have sought haven in the aban-



Samus pauses atop a giant statue of her own head.



Bugs so big you could barbecue 'em!

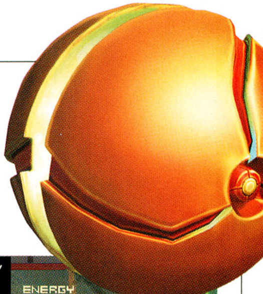


doned halls because the other bounty hunters have begun their reconnaissance, as well.

Fortunately, Samus's arsenal is as varied and lethal as ever. She wields her traditional blaster-and-missile combination, as well as the versatile Morph Ball Bombs, plus she'll discover six new weapons that the other bounty hunters leave behind. All of the weapons she finds use a universal ammunition that adapts automatically to the weapon she has equipped. Like the Charge Beam on Samus's blaster, the special weapons contain more-powerful secondary modes, and certain weapons will also open sealed doors.

Many remnants of the Alimbics still rest where they were the day the civilization disappeared. A quick investigation of the area reveals that special crystals called Octoliths are hidden deep inside the Alimbic Cluster; if Samus can find all of them, she will be well on her way to uncovering the location of the ultimate power. The Alimbics didn't intend for strangers to find the Octoliths, however—Samus will have to seek carefully hidden artifacts that will open the path to the Octoliths. And even then, it won't be easy—though the Alimbics have been gone for years, the crystals are still heavily guarded.

Samus will also have to be on the lookout for special items to pick up. Missile upgrades, universal ammo, and life-increasing Energy Tanks are scattered all over the place, often in dangerous, hard-to-reach areas.



Uncharted Territory

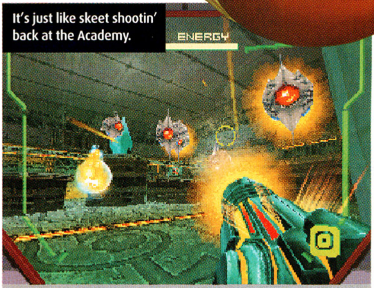
Unlike in previous Metroid games, the levels in Metroid Prime Hunters are spread over vast distances in outer space. Samus must return to her ship when she wants to jump to the next area. The ship serves other purposes, as well—you can examine your logbook, save your progress, and adjust game options while inside it.

Like in Metroid Prime, Samus begins her mission with the Scan Visor—a device that allows her to examine and record features of her surroundings, including relics, monsters, and even apparitions that resemble the lost Alimbics. Use the Scan Visor everywhere to gain clues about your mission and your location.

Celestial Archives

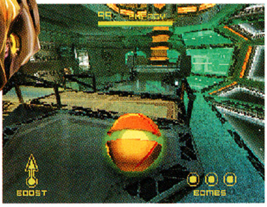
Samus's journey begins at a space outpost called the Celestial Archives. Despite having been long uninhabited, the space station remains in decent condition. It is made up of large, cylindrical chambers connected by short corridors. It is in one of these large chambers that Samus first encounters an opposing bounty hunter—Samus will have to duel the deadly Kanden on her way toward claiming the first Octolith. But Kanden won't be her only challenge; a multitude of savage creatures prey upon the unwitting visitors to their makeshift homes.

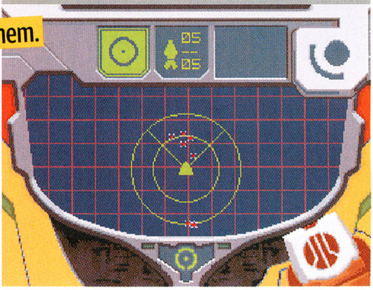
Once Samus has acquired more-advanced weaponry later in the game, she will need to return to the Celestial Archives to get the second Octolith. Her path will take her along the outer rim of the space station, a section battered and broken by years of space debris and total neglect. The route is riddled with harrowing jumps and tough enemies who are looking to knock her into orbit.



It's just like skeet shootin' back at the Academy.

Samus prefers the strong, silent type. Then kills them.

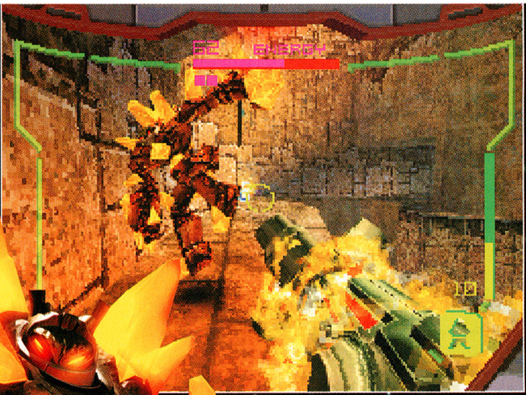


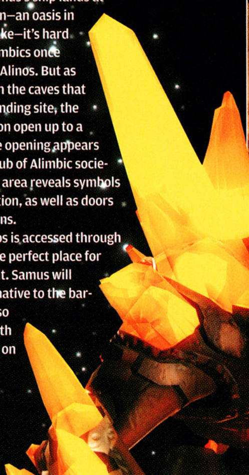


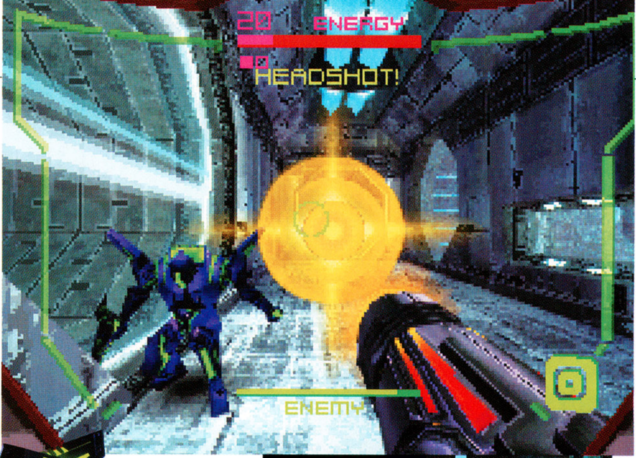
Alinos

Looking around as Samus's ship lands at her second destination—an oasis in the middle of a lava lake—it's hard to believe that the Alimbics once inhabited a place like Alinos. But as Samus passes through the caves that lead away from the landing site, the fiery passageways soon open up to a rock cavern. The large opening appears to have once been a hub of Alimbic society; a quick scan of the area reveals symbols of the bygone civilization, as well as doors heading in all directions.

Since most of Alinos is accessed through this open area, it is the perfect place for predators to lie in wait. Samus will encounter monsters native to the barren land, and she's also sure to cross paths with other bounty hunters on numerous occasions.



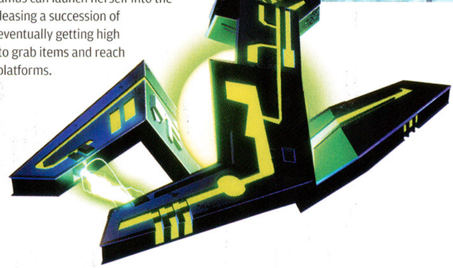


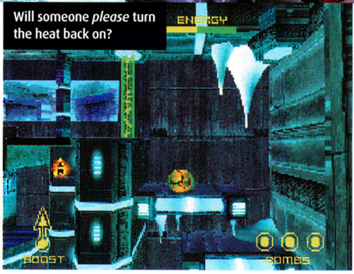


Vesper Defense Outpost

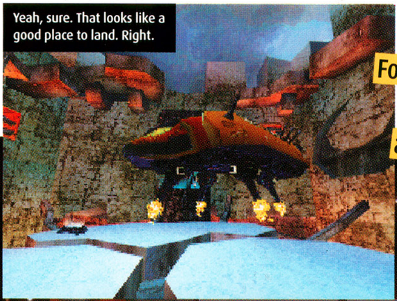
Samus's next stop on her quest is another space station. It is obvious that the Vesper Defense Outpost was designed to confuse invaders. Many of the chambers have transparent walls, making it easy to see intruders but difficult for them to penetrate deeper into the base. In later trips to the outpost, Samus will have to contend with a labyrinth of warp portals that transport her to a series of similar-looking rooms. To make matters worse, the rooms are filled with brutal enemies, including Guardians—humanoid creatures that hunt trespassers in groups.

In several places on the space station, Samus will have to employ a classic maneuver: the Bomb Jump. While in Morph Ball mode, Samus can launch herself into the air by releasing a succession of bombs, eventually getting high enough to grab items and reach remote platforms.





Will someone *please* turn the heat back on?



Yeah, sure. That looks like a good place to land. Right.

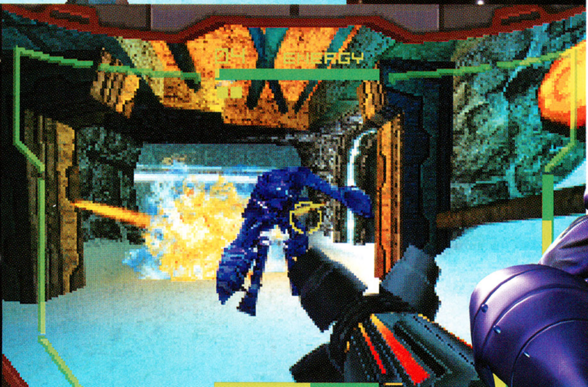
Fortunately, Samus has her blaster to keep her toasty and her enemies toasted.

Arcterra

The planet of Arcterra is a frozen wasteland and, like the Celestial Archives, is run down from eons of neglect. Despite the excruciating cold, Arcterra seems to have been quite a center of activity when the Alimbics roamed its halls. Many relics of the ancient civilization are still evident.

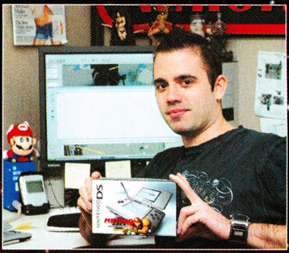
Unlike the other areas Samus has visited, most of Arcterra's power is offline—she will have to use her Scan Visor extensively to get Arcterra's doors and computers working again.

Samus will also employ her Morph Ball more in Arcterra than anywhere else—many of the areas are connected by long, winding passages too small for her to navigate upright.



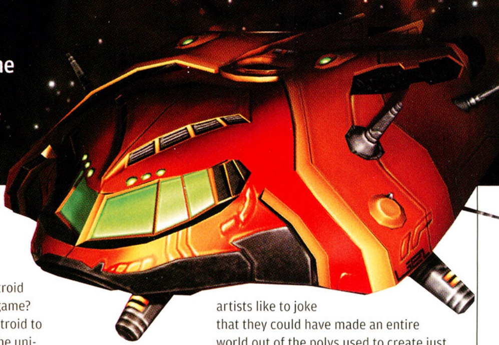
MASAMICHI ABE, GAME DIRECTOR

MIKE HARRINGTON, ART DIRECTOR


RICHARD VORODI, GAME DESIGNER

Cosmic Conversation

Nintendo Power was able to pull away three of the folks from the Nintendo Software Technology Corporation who are toiling behind the scenes of Metroid Prime Hunters for a quick chat.



NINTENDO POWER: First, could you explain your roles on the Metroid Prime Hunters team?
MASAMICHI ABE: I was the director of the project. A game director's job is similar to that of a movie director. I oversee the production, making sure we stay true to the vision of the game design. I'm essentially a game designer, but in addition to those duties I also lead the team.
MIKE HARRINGTON: I played a role in project planning and in multiplayer game design, but was primarily in charge of the talented art staff for Metroid Prime Hunters.
RICHARD VORODI: As one of the more-hard-core Metroid fans on the team, I instantly gravitated toward the development of the single-player experience, and to what we could do to bring our unique vision of Hunters into the world of Metroid.

NP: Metroid is one of the most recognized game franchises in history. What has it been like working on such a beloved property? For example, have you felt an added responsibility to make a great experience?
RV: I grew up playing all of the Metroid games. Metroid II for the Game Boy is still my favorite. To be given this amazing opportunity to come to work everyday and shape Samus's world is literally a dream come true! For example, while writing the story I got to invent a whole new race of beings, the Alimbics. The combination of creative freedom and immense responsibility really made for an exhilarating development cycle!

NP: What kinds of preparation did you do to familiarize yourself with Metroid before beginning work on the game?
MA: I studied the history of Metroid to understand the basic rules of the universe.

NP: What kind of role, if any, did Retro Studios have in the game's development?
MH: Early in the project, we met with Retro down in Austin, Texas. We had a million and one questions for them. They not only had answers to many of our questions, but they lent us the talents of Andrew Jones, Retro's lead concept artist, to create the character and enemy designs for Hunters. Then they added the help of Todd Keller, art director on Metroid Prime, to head up the creation of character assets for the cinematic sequences. It was great working with everyone at Retro Studios—they really helped kick-start the development.

NP: MPH is one of the first FPS games on the DS that looks breathtaking and still plays well. What kind of hurdles did you have to overcome to get it to that point? Were you surprised (as we were) that the DS could pull off those kinds of graphics?
MA: It definitely was a challenge to cram everything into the Nintendo DS! Even though we were making a portable game, everyone wanted it to be as close to the GameCube [style] as possible. And that wasn't easy!
MH: We all have a new perspective of what can be done with very few polygons and a lot of sweat. Our environment artists like to joke that they could have made an entire world out of the polys used to create just one of the Space Pirates in Echoes!

> **"To be given this amazing opportunity to come to work everyday and shape Samus's world is literally a dream come true!"**
>
> **—Richard Vorodi**

NP: Despite the areas being original, the game maintains a very Metroid-esque feel. What kinds of visual cues did you include to create that effect?
MH: After a detailed spectral analysis, I determined that the Metroid "look" created by Retro could best be described as synthetic tech transitioning to archaic and organic. And, that door! The shielded Hexagon door seemed almost like the fingerprint of Metroid Prime. We needed the same fingerprint for Hunters, only we needed to create a low-poly Alimbic version.

NP: Where does Hunters fit in chronologically with the rest of the Metroid series?
RV: Mission File 79109 sits somewhere between Metroid Prime and Echoes. You'll notice that Samus is piloting her ship from Prime, but she's wearing the Varia Suit from Echoes.

NP: There aren't any augmentations like the Hi-Jump and Screw Attack in MPH. How did you arrive at the decision to go with a more combat-oriented title?
RV: The DS experience kind of lends itself to aiming and shooting. Since these new bounty hunters are chasing Samus, we figured that in close-combat scenarios a varied arsenal for the Arm Cannon would

NINTENDO POWER

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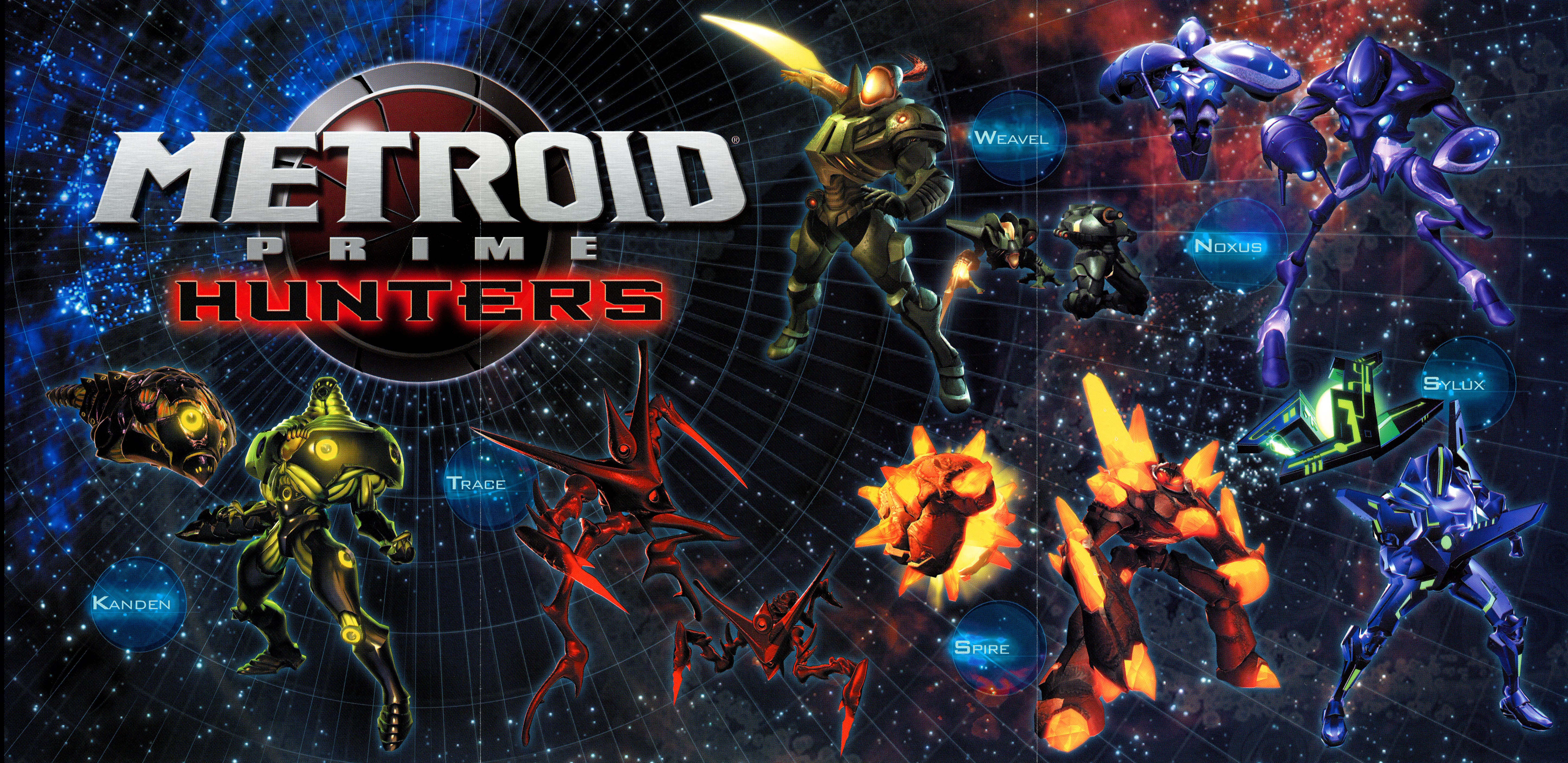
METROID®
PRIME
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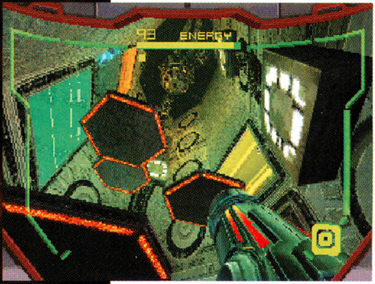

In space, no one can hear bounty hunters scream. Except Samus.

be her best bet for survival. Plus, creating all the unique alt-forms for the other bounty hunters was time-consuming. In the end, they served the gameplay better than adding new moves to Samus's roster of abilities.

NP: The four primary locations are disconnected from each other, so Samus must enter her ship and fly to the next area. Did you consider adding spaceship-flying levels to make those transitions?
RV: We had a ton of ideas for how she would fly the ship around. Hunters is meant to be a visceral experience. In the end, we decided to cut that feature because it would have slowed down the game too much. We all still miss the idea, though!

NP: This is the first game where there are specific other characters besides Samus. How do you think this will change the character dynamics of the game?
RV: One of our main goals was to enhance Samus's world. I think the die-hard fans already knew that other bounty hunters existed, but the games up to this point have never really delved into that aspect. By introducing these new bounty hunters, we've injected a sense of urgency into this mission, as well as broadened the potential story arc of future games.

NP: Was there a particular inspiration behind the design of the bounty hunters themselves?
MH: During the character design, the primary consideration was the Morph Ball. Everyone loves the Morph Ball, and each new bounty hunter needed to be able to match Samus's ability to roll through tight tunnels and drop bombs. At the same time, we wanted each hunter to feel unique, possessing a unique style of attack and movement.

> **“We all have a new perspective of what can be done with very few polygons and a lot of sweat.”**
>
> —Mike Harrington

NP: Do you see a future for the other bounty hunters in subsequent Metroid games, or possibly their own titles?
MA: I don't know at the moment. But I'd really love it if at least one of the other hunters would get their own game or appear in a future Metroid title.

NP: What aspects of Metroid Prime Hunters would you like to see implemented into Metroid Prime 3? Would you like to see the bounty hunters come back, for example?
RV: That's really up to Retro at this point, and what their vision is for Prime 3. I'm looking forward to playing that one on the Revolution! Actually, I'm stoked to play anything on the Revolution—I can't wait! In a way, it's up to the fans to decide. So make some noise for your favorite new character! I can say this though: All of these new hunters are badasses. When they show up, it's gonna be a rumble—so get ready!

> **“I'd really love it if at least one of the other hunters would get their own game or appear in a future Metroid title.”**
>
> —Masamichi Abe

WHERE THERE'S A DRILL, THERE'S A WAY

Completed **Drill Dozer** and fancy yourself a master thief? Not so fast—there's more treasure yet to plunder.

By Steve Thomason

EVERYONE
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CONTENT RATED BY
ESRB

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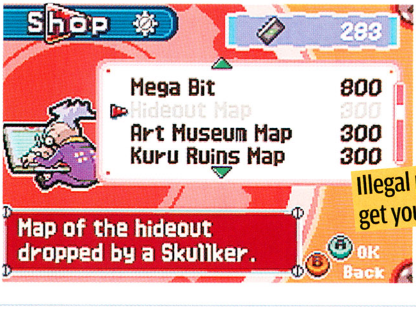
Game Freak's GBA platforming gem isn't finished when the credits roll. Each of the game's six locales houses a secret level that you can purchase at the shop once you've progressed to a certain point (all six are available by the end of the main game). These stages pack some of the biggest platforming challenges we've seen in quite some time, so we figured our fellow dozers could use a hand. On the following pages, we'll take you through the toughest parts of each level. Conquering these secret areas is the only way to complete your treasure collection. And really, what self-respecting thief wouldn't stick her neck our for a Stinky 'Shroom or some Cowdust?



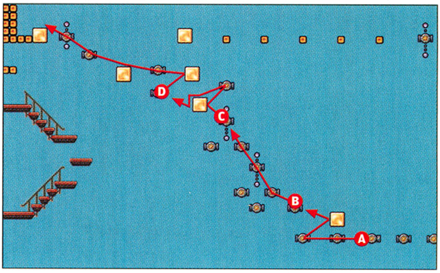
Mega Bit 800
Hideout Map 300
Art Museum Map 300
Kuru Ruins Map 300

Map of the hideout dropped by a Skullker.

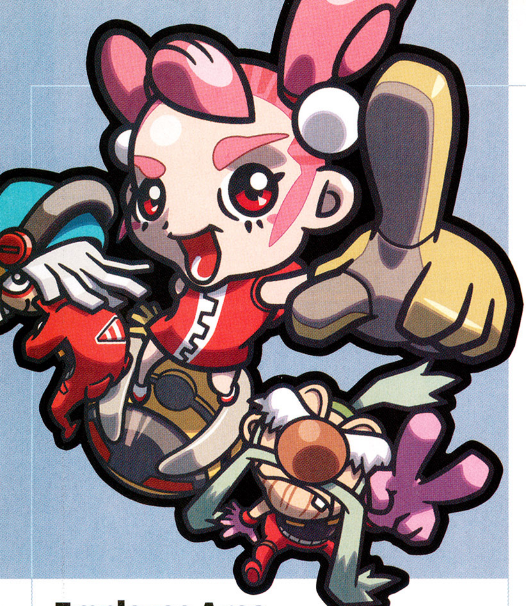
Restricted Area

Flavor Burst (Treasure 30)

Drill into the first socket, switch to the left side, then hit reverse to propel yourself backward and latch onto the left side of the next socket. Hit reverse again to bounce to the following socket. As you repeat the process, try to get into a rhythm of pressing one shoulder button then the other. Ⓐ When you propel yourself from the socket at point A, turn around and drill into the right side of the socket beneath the yellow block. Switch sides, bounce to the next socket, then switch back to the right and bounce to the yellow block. From there, you can reach the next socket up. Ⓑ Get back into a rhythm and work your way up. Ⓒ Drill into the rubber block at point C, then bounce to the adjacent socket, switch sides, and propel yourself to the top of the block. Drop off the left edge, drill into the side, and bounce to the next socket. Ⓓ Switch to the right side of the socket and hit reverse, then drill into the next yellow block and be on your way.

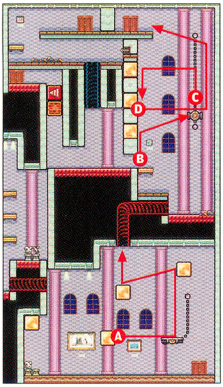


Illegal possession of Cowdust can get you 10 to 20.



Employee Area

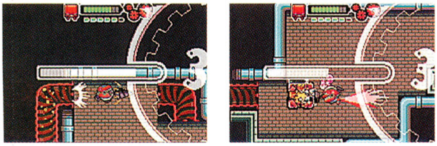
Samurai Sword (Treasure 18)



After you collect the second gear, head back and drill through the barrier you encountered earlier. Proceed through the door on the other side. ⒶUse the yellow block to propel yourself onto the moving platform, then as the platform rises, jump and drill into the left side of the block overhead (it's tricky). From there, reverse-jump onto the next block, then head through the pipe. ⒷUse the yellow block to reach the socket lift. ⒸWith only the second gear, you won't be able to reach the top in one go. Bounce to the uppermost yellow block just before you run out of juice, drill into it with both gears, then let yourself fall and drill into the middle block. ⒹAs the lift makes its way up again, bounce to it at the last possible moment; you should be able to reach the door.

Pyramid Stone (Treasure 04)

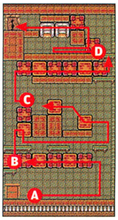
Upon revisiting the Employee Area for the Pyramid Stone, slide under the door near the beginning of the level and head down the pipe beyond. Proceed carefully through the pipes that follow to avoid the steam blasts.



Once you're able, remain in third gear as much as possible to cross gaps and drill through obstacles.

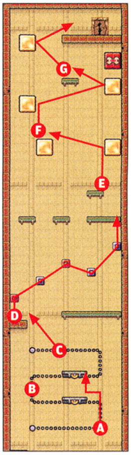
Forgotten Ruins

Barnacle Coin (Treasure 08)



ⒶAs soon as you enter this room, run to the other end and start boring through the far-right block. Shift to third gear and keep pressing left to drill from block to block until you reach the ledge. ⒷQuickly hop to the next ledge and drill the block to your right, then dash through the narrow gap to the far ledge. From there, drill through the next two blocks to the left. ⒸJump on top of the subsequent block, then leap up and drill into the left side of the block overhead. Kick into third gear and keep drilling. ⒹDemolish the block on the next ledge, dash through the gap, and clear away the silver blocks. Double back and take out the remaining block so you can dash to the doorway.

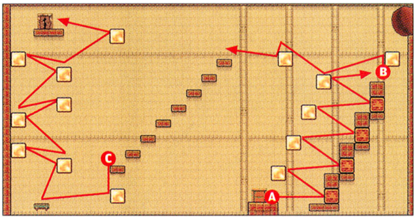
Ancient Tablet (Treasure 27)

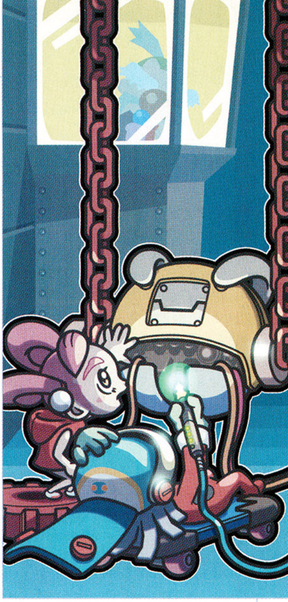


As you make your way to point A, keep the drill running to deflect the arrows as you jump from ledge to ledge. (When you get to the fourth ledge, you'll have to duck under the arrow instead.) ⒶHop onto the moving platform, duck under the first arrow, then jump onto the other moving platform overhead. ⒷJump back onto the first moving platform when the two intersect. ⒸDuck under the arrows and leap onto the ledge to your left. ⒹCarefully make your way across the disappearing blocks. As you jump to the second red block, rev up your drill to deflect an arrow. ⒺBore into the left side of the yellow block, shift to third gear, and propel yourself onto another yellow block to your left. As you land, start the drill again to protect yourself from arrows. ⒻDrill into the right side of the yellow block above, shift to third gear, then reverse-jump just as an arrow passes by. Catch the next yellow block with your drill and hit reverse immediately to propel yourself onto the green platform. ⒼTime your jump to the final yellow block so you're following just behind an arrow again. As soon as you latch on, bounce onto the final ledge.

Cowdust (Treasure 26)

ⒶDash to the ledge on your right and drill through the block before the boulder falls on you. Once the rock passes, drill into the yellow block on your left, shift to second gear and reverse-jump to the next ledge (where you'll have to demolish another block quickly). Repeat this process until you reach the top. ⒷImmediately drill into the yellow block on the right, shift to second gear, and propel yourself to the top of the yellow block on your left. Leap onto the next block (drill the enemy waiting there), then drop from the left side, drill into it, and reverse-jump to the ledge while in second gear. ⒸWhen you reach the bottom of the steps, drop off and drill into the yellow block below. Get to third gear and propel yourself onto the ledge to your left. From there, make your way up the yellow blocks using only first gear. When you bore into the last block, kick into third gear to reach the exit.

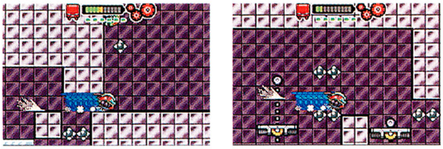




Metal City Highrise

Glass Mask (Treasure 21)

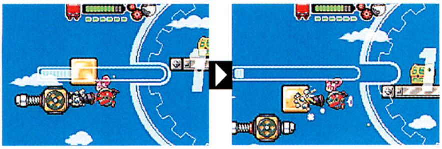
The road to the Glass Mask is lined with wall-mounted clamps. You'll need to be quite proficient at using them to launch yourself into the air (drill into them, then hit reverse), then latching onto another one. The passageways are riddled with mines and spiked balls, but nothing you can't handle at this point.



If it seems like you've hit a dead end, look for a narrow gap that you can slide under with the dash. You can also use the maneuver to squeeze between dangerous obstacles.

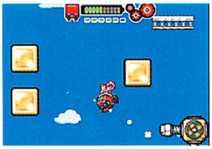
Stinky 'Shroom (Treasure 10)

To acquire the Stinky 'Shroom and Eternal Top, slide under the gap at the beginning of the level instead of jumping up the platforms that lead to the Glass Mask.



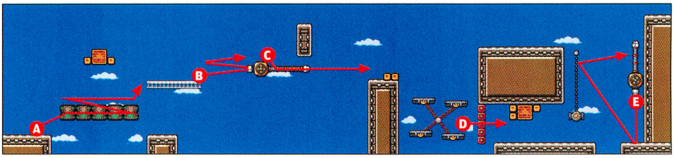
Eventually, you'll see the first treasure on a platform overhead. To reach it, you'll have to drill into the screw gate nearby, then hit reverse and quickly press L or R to drill into the yellow block. From there, shift to second gear and propel yourself to the treasure chest.

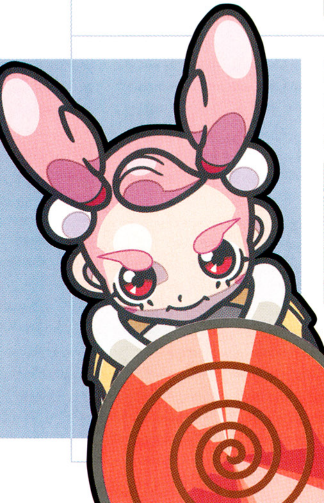
Eternal Top (Treasure 15)



Drop from the ledge where you found the previous treasure and proceed right. When you get to another screw gate, use it to propel yourself to the yellow blocks nearby.

Ⓐ Bore through the hourglass blocks, and when you reach the last one, hit reverse to propel yourself back onto the first one (which will have just reappeared). Wait for the other blocks to reappear, then follow them to the ledge. Ⓑ Jump and use the L Button to latch onto the screw and extend it left. Once it drops you back on the ledge, jump on top of it. Ⓒ Drop from the right side of the screw gate and latch onto it with the L Button again. When you hit third gear, reverse-jump onto the next ledge. Ⓓ Hop onto one of the moving platforms and dash past the red blocks when they disappear. Ⓔ Unscrew the last gate, then quickly grab the socket lift and use it to propel yourself on top of the screw gate. When the screw returns to its original position, you'll be able to reach the treasure chest.

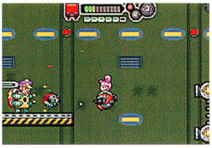




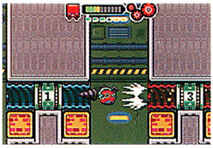
Escape Tunnel

Chip Fossil (Treasure 13)

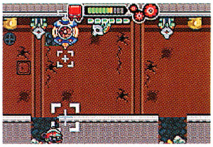
The Chip Fossil is beyond the lower door in the Escape Tunnel. Unlike most of the treasures in other bonus levels, reaching it will put a wide range of your drill-dozing skills to the test.



To cross the large gaps in this level, lure a big-fisted enemy to the edge of a platform and drill into his fist when he's about to punch. The force of the blow will launch you to the next platform or socket lift.

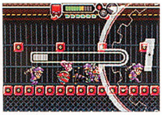


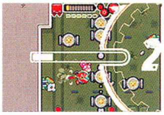
The room where you'll find the third gear contains a series of very short pipes. They usually alternate in color, but not always (particularly toward the end). Keep your fingers over both the L and R Buttons—you'll need to be quick on the trigger.



Drill holes in the floor and hide in them to avoid detection as the sentry passes by. When the coast is clear, move quickly to take out the turrets. If you try to attack the sentry first, those guns will goo up your drill.

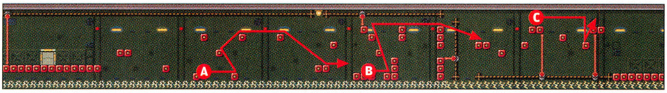
Clay Shades (Treasure 22)

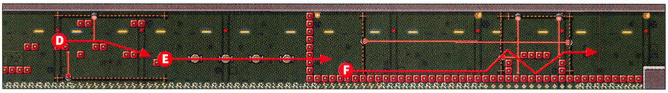




If a laser in the first room is about to touch you, let an enemy hit you. The ensuing temporary invincibility will cause the laser to pass right through you. Rising through the shaft in the right-hand screenshot is easier if you destroy the turrets along the way. When you reach the socket that leads back down, watch out for goo and move from side to side to avoid the electricity.

Ⓐ Dash to your right from the block at point A, then again from the block overhead. Keep going until you're beneath a pair of blocks that shield you from a second laser. Ⓑ When said laser passes to your left, make your way up and dash across the blocks overhead. As you proceed, watch out for the lasers below and remember that the dozer is wider than a single block. Ⓒ When both lasers are to your left, dash and quickly hop on the double blocks to safety. Ⓓ As the ceiling laser starts moving right, follow behind it. Take cover under a pair of blocks as the laser comes back, then hurry to point E. Ⓓ Stand on the very edge of the block and let a laser hit you, then immediately dash and drill into the second socket lift. *Quickly* propel yourself across the rest of the lifts before the wall reappears. Ⓕ Study the next laser's pattern, then take off as soon as it heads toward the ceiling. The block bunker that follows will protect you from more lasers. Wait for an opening before hopping out.

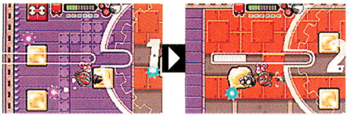




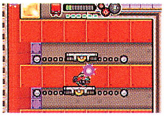
Hidden Compartment

Skull Badge (Treasure 31)

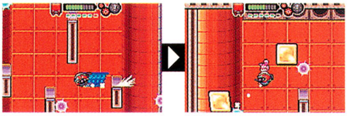
You can acquire both of the Hidden Compartment's valuables in a single play-through. Electric enemies are your primary impediment to the first treasure.



Some of the high-voltage foes revolve around yellow blocks, so you'll need to time your jumps carefully. Try to reach your target just as the enemy starts to move away.



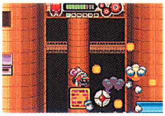
More electric enemies await as you try to ascend a series of platforms. Crouch to avoid getting shocked, and wait for an opening before you jump to the next platform.



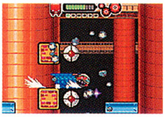
The final stretch is littered with yet more electrically charged nuisances. Jumping onto those narrow ledges without getting knocked off requires precise timing. When you get to the ledge that follows the first yellow block, dash to the ledge on your left as soon as the enemy starts to move away, then quickly jump to the next ledge. On the next two yellow blocks, shift to second gear before propelling yourself off.

Bone Bell (Treasure 23)

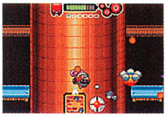
Most of the blocks that stand between you and the Bone Bell conceal explosives. Follow these step-by-step instructions if you'd rather not get blown up.



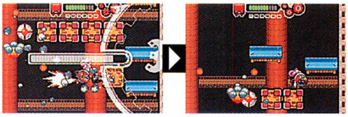
Bore into the top-right block, then stand on the far-left block to avoid the explosion. As the blast subsides, leap to the blue ledge.



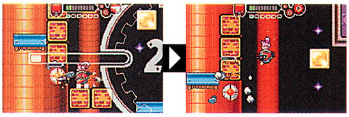
On the next set of blocks, destroy the middle-right block and back away. Before the next two bombs detonate, dash onto the following ledge.



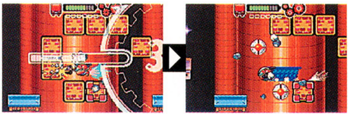
Demolish the highest block in the next formation and wait on the far-left side until the bomb next to you is exposed. Before it goes off, jump to the next ledge.



Next you'll see a row of reinforced blocks above a row of regular blocks. Drill into the first reinforced block, then drop and bore through the regular blocks to reach the subsequent platform.



Advance to the next formation and break the bottom-left block. Jump and drill into the second block above it, then propel yourself to the yellow block. Shift to third gear and hit reverse when the bombs clear.



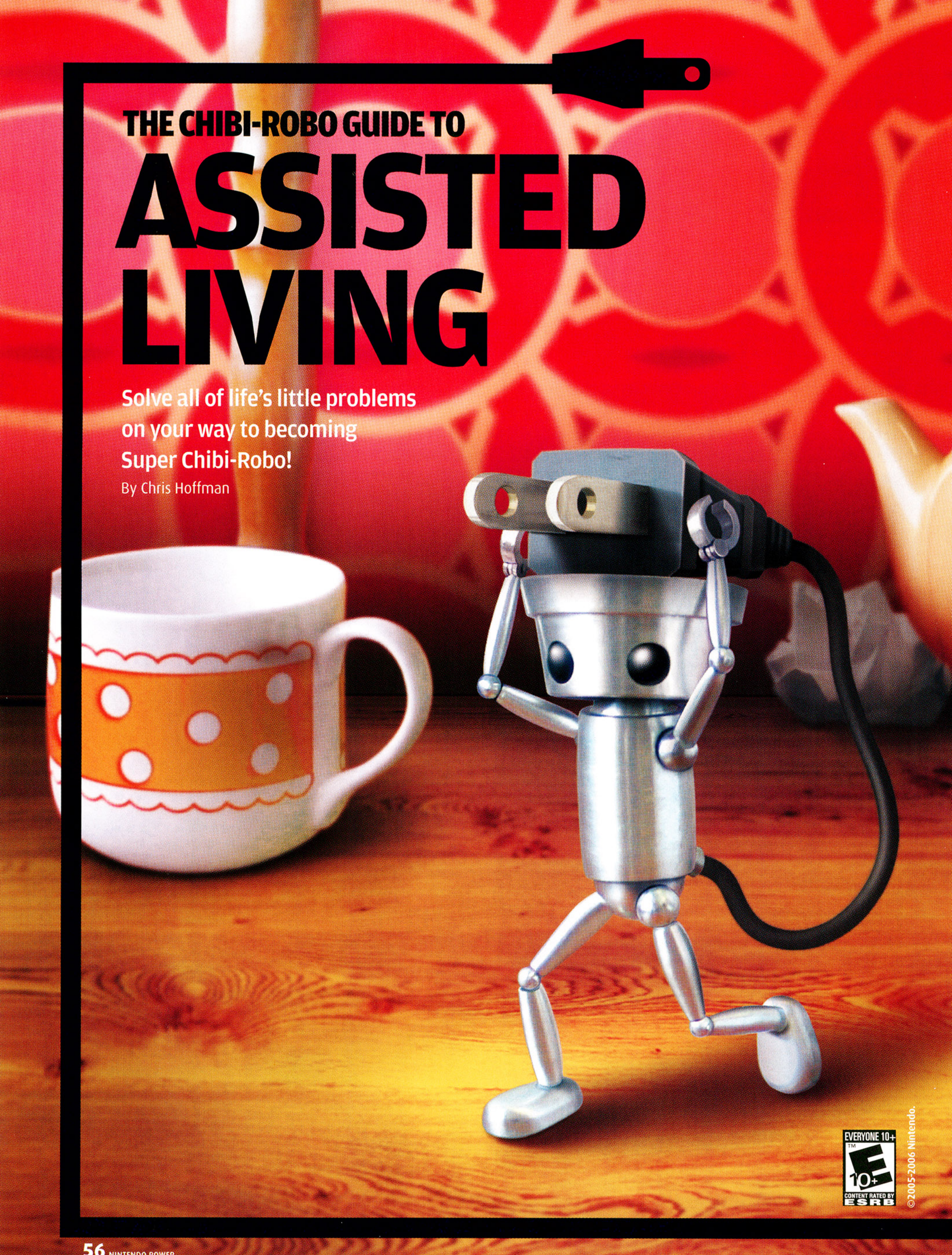
Drill through the top reinforced block in the following formation, then destroy the block behind it and stand back. As soon as the bomb explodes, dash to the final platform before the treasure.

THE CHIBI-ROBO GUIDE TO

ASSISTED LIVING

Solve all of life's little problems on your way to becoming Super Chibi-Robo!

By Chris Hoffman



EVERYONE 10+
CONTENT RATED BY ESRB

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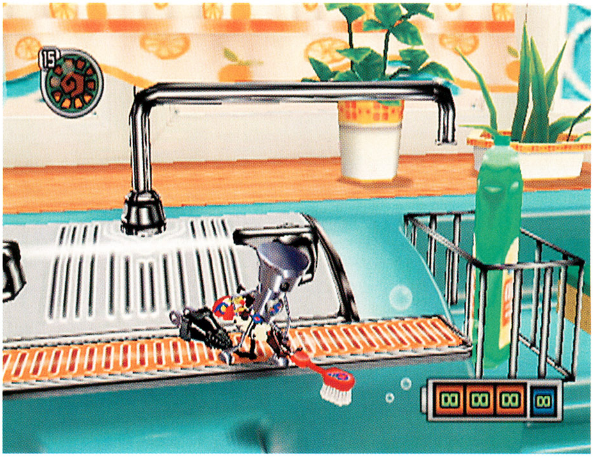
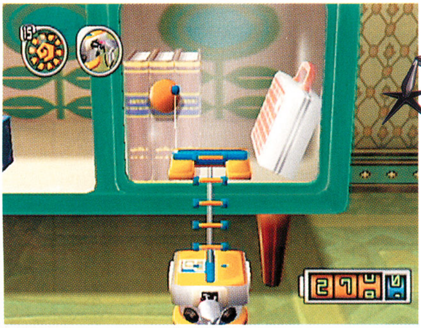
Managing money, doing chores, deciding what to wear, and keeping friends and family happy can be hassles in real life, but it's all fun and games in Chibi-Robo on Nintendo GameCube. Use the following strategies to make your life as a three-inch-tall robot worry-free.

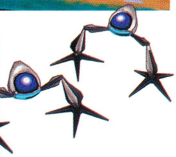


Setting Out on Your Own

Heading out into the big world of the Sanderson household can be challenging initially, so take things slow: build up your moolah and Happy Points by throwing away any trash you find and scrubbing any stains, and buy the Timer 15 from the Chibi-PC to maximize your workday. Talk to Space Hunter Drake Redcrest to learn his famous pose, and use it in front of Sophie so you can move your cleaning efforts into the kitchen. Once you've earned 1,110 moolah, buy the Chibi-Blaster—it'll come in handy very soon.

"Chibi-Blaster"!

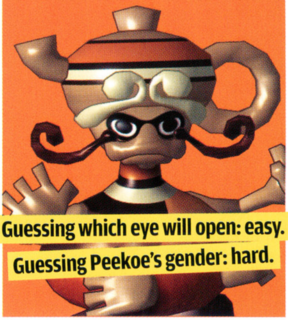




The Chibi-Blaster becomes especially important when the dreaded Spydorz appear. Blast them into pieces, then use the scrap to purchase Utilibots in the Chibi-House. These bridges, ladders, and teleportation devices will literally let Chibi reach new heights.

No Money? No Credit? No Problem!

To acquire maximum moolah and Happy Points early in the game, earn at least 1,010 moolah, then visit the Great Peekoe in the basement at night as soon as you're able. Save your progress, then bet everything you've got in Peekoe's game. If you win, end the challenge, save the game, and bet again. If you lose, reset the game. Repeat the process until you have 99,999 moolah. Once your money is maxed out, bet 50,000 moolah and lose on purpose to gain 5,000 Happy Points. Save again, then wager your remaining moolah and win to recoup your money. Repeat the last two steps to earn even more Happy Points and moolah.

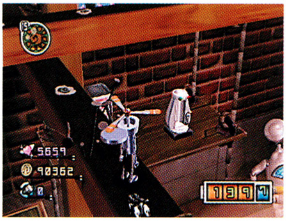


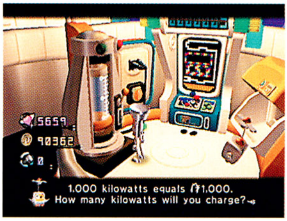
Guessing which eye will open: easy.

Guessing Peekoe's gender: hard.

Surviving the Energy Crisis

In the basement, you'll discover the massive body of Giga-Robo—shut down due to his severe drain on energy resources. If you plug into Giga-Robo's socket, you'll experience his memories and get the Giga-Battery shortly afterward, but you'll need the Giga-Charger before you can use it. You can see the charger on a shelf high above the basement floor, but it'll take some clever maneuvering to reach it.





1,000 kilowatts equals 1,000.
How many kilowatts will you charge?

Begin the trek to the Giga-Charger by shooting the bear sticker on the low-hanging plank. Run up the fallen plank and climb up the ledges; pull bricks from the wall to help with the climb. Use the Chibi-Copter to hover to the birdcage, then hover to a plank where you can climb to the rafters. From the rafters, hover to the shelf with the charger. Back at the Chibi-House, you can recharge the battery—for 10,000 moolah.

The Right Tools for the Job

Chibi-Gear and Chibi-Tools are vital to Chibi-Robo's success, so get them as soon as possible. Chibi comes with the Chibi-Copter already installed.

Toothbrush

The toothbrush is the easiest tool to find. You can grab it on the first evening from the living room floor near the sofa.

Mug

You'll be able to get the mug once it's daytime and Mrs. Sanderson shuts the kitchen drawer. Hop up the drawer handles to reach the mug.

Chibi-Blaster

The Chibi-Blaster is important for finding passages and trashing Spydorz. Buy it from the Chibi-PC for 1,110 moolah ASAP.

Spoon

The spoon is in the kitchen, on a shelf to the right of the sink. You'll need to buy the kitchen-ladder Utilibot to obtain the spoon.

Squirter

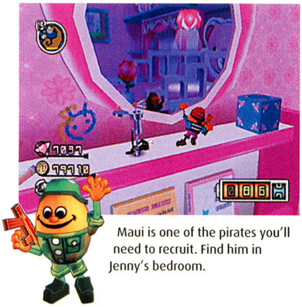
Climb the table in the middle of Jenny's room to find the squirter. You'll need the foyer-ladder Utilibot to get upstairs.

Chibi-Radar

Once Mrs. Sanderson locks herself in her room, the Chibi-Radar will be available from the Chibi-PC in the Chibi-House for 1,730 moolah.

Conflict Management

There are many steps to complete before the Free Rangers can confront the Sandersons' dog, Tao. After participating in the Rangers' roll call, motivate them by showing Sarge their group photo. Complete the four types of training exercises—Spy Training, Handrail Training, Jungle Training, and Waterfall Training—then show the troops the dog tags for more motivation. Once you complete the Tao training and recruit the AWOL soldiers as pirates (see page 59), you'll finally be able to commence the operation.



Maui is one of the pirates you'll need to recruit. Find him in Jenny's bedroom.

Keeping Up with the Latest Fashions

The seven outfits in Chibi-Robo don't just look chic—they give Chibi critical new abilities. The locations of six of the outfits are listed below; you'll get the last one—the Super Chibi-Robo Suit—after completing the game.

Drake Redcrest Suit

Talk to Drake Redcrest during the first night; he'll give you his suit. Wear the suit and talk to him again to learn how to pose.

Frog Suit

The Frog Suit lets you talk to animals—very handy. Acquire it by getting the squirter, then absorbing some water and spraying it on the frog in the backyard.

Tao Suit

After completing the Free Rangers' training courses, present them with the dog tags. If you agree to help them with more training, they'll give you the Tao Suit.

Pajamas

Once Mrs. Sanderson has locked herself in her room, she'll offer to make you an outfit. Provide her with some fabric—you'll get the pajamas a few days later.

Trauma Suit

You'll get the Trauma Suit if you cease to function from lack of power. If you beat the game without running out of juice, you can buy the suit from the Chibi-PC.

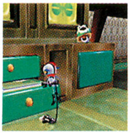
Ghost Suit

While wearing the Trauma Suit, press the Z Button to make Chibi collapse. If you don't move, after a few seconds, you'll reappear in the Chibi-House in the Ghost Suit.

Finding the Perfect Gift

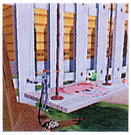
There's only one gift suitable for a girl who thinks she's a frog: Frog Rings. There are 10 rings total; once you give them all to Jenny, she'll actually take off her ridiculous frog hat.

When asked why she dressed like a frog, Jenny replied, "ribbit."



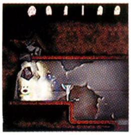
Frog Ring #1

LIVING ROOM: The first ring is sitting on the cabinet to the left of the TV. Reach the ring by using the drawers as steps.



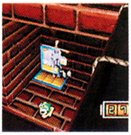
Frog Ring #2

BACKYARD: Climb the ladder at the base of the tree, then use the Chibi-Copter to hover over to the second Frog Ring.



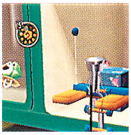
Frog Ring #3

KITCHEN DRAIN: When you shoot the wall near the middle of the drain, it will crumble and reveal a Frog Ring.



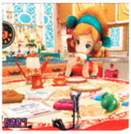
Frog Ring #4

BASEMENT: Get this ring by climbing to the rafters and hovering down to the alcove in the basement's northwest corner.



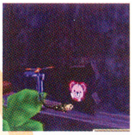
Frog Ring #5

LIVING ROOM: Use the ladder Utilibot to reach the first level of the blue bookshelf. Blast the left wall to get to the ring.



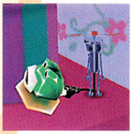
Frog Ring #6

KITCHEN: Get to the ring on the table by having tea with Mrs. Sanderson or using the bridge Utilibot.



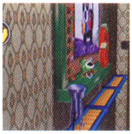
Frog Ring #7

FOYER: Blast open the panel on the side of the waterfall model, then flip the switch to stop the water and get the ring.



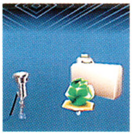
Frog Ring #8

JENNY'S BEDROOM: Climb the shelves in the western part of the room, then hover down to the pink shelf where the ring rests.



Frog Ring #9

LIVING ROOM: Use the living-room-bridge Utilibot to reach the ring on the green frame near the fireplace.

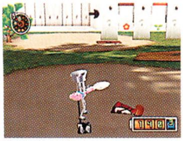


Frog Ring #10

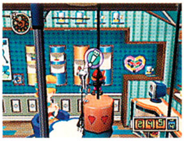
LIVING ROOM: After a dramatic turn of events, you'll encounter the Queen Spydor. Defeat it to obtain the last ring.

Planning a Relaxing Getaway

Captain Plankbeard dreams of setting off on an adventure like a true pirate, but he has a few tiny problems. His ship, the *Scurvy Splinter*, is buried in the backyard near the tree; use the spoon to dig it up. After you return the ship to Plankbeard, he'll ask you to recruit a crew. Four AWOL Free Rangers fit the bill. They can be found 1) on top of the book rack in Jenny's room, 2) on a low-hanging light in the middle of the master bedroom, 3) beneath the kitchen table, and 4) at the end of the long branch on the tree in the backyard.



Use the Utilibot to get the spoon from the kitchen, then dig up the *Scurvy Splinter* in the backyard.

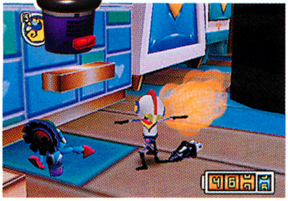


To recruit pirate-wannabe Idaho, hover to the central shelves in the master bedroom. Climb the cords to reach him.

Green beards are all the rage on the high seas.

Matters of Life and Death

You can encounter Funky Phil after you've met Dinah the dinosaur. Phil's stuck behind the miniblinds, so climb the cord to let him loose. When you talk to him, he'll put on a show, then unexpectedly sprout a seed. Get the Funky Seed and suck up some multicolored Funky Sweat with the squirter, then bury the seed in the planter near the Sandersons' bed. Leave the room, then come back to the planter, dig another hole next to where the seed is planted, and unleash the Funky Sweat. Three little Phils will sprout up. When you take the Phillies to Funky Phil, he'll claim they aren't his kids, but Chibi will instill him with some parental responsibility. Retrieve the Drake Redcrest album from the living-room record player like Phil says; he'll put on another show—and drop another seed. Repeat the planting-and-watering process to increase the number of Phil offspring to six.



When Freaky Phil runs off, you'll find him on the floor near the dresser. Convince him to return home by showing him the Drake Redcrest pose.

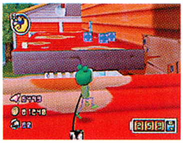
Funky Phil! I'm talkin' to you!

After Freaky Phil rejoins his siblings, something horrible will happen. Head to the window sill to watch the events unfold.

Color Coordination

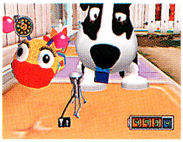
After Funky Phil puts on his second concert (to the groovy tunes of Drake Redcrest), Dinah feels the need to do something nice for Phil and his little funkers. Her plan requires six colored blocks, so round them all up and bring them to Dinah.

White Block



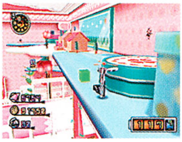
Climb the tree to reach the white block on the awning in the backyard. Squirt or feed the bird so he gets out of your way.

Blue Block



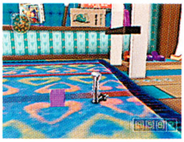
After Dinah asks for your help, you'll randomly find Tao gnawing on the blue block. Exchange it for a dog bone.

Green Block



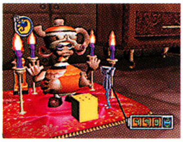
Look for the green block high on a shelf in Jenny's bedroom. It's located just past the miniature train.

Purple Block



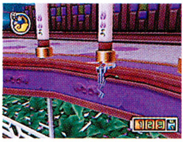
The purple block is easy to find. Dinah throws it at Chibi's head when she asks for the favor, so snag it.

Yellow Block



After the sad incident with Funky Phil, the Great Peekoe may sell you the yellow block at night in the basement.

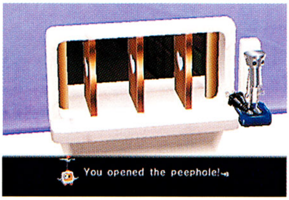
Red Block



To get the red block, you'll need to hover down to the shelf from the southern area of the foyer's second floor.

Child Support

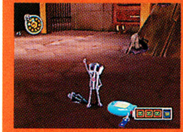
Jenny will eventually get so worried about her parents that she'll start camping out in front of their bedroom door at night. To solve the problem, however, you'll have to make things worse before they get better. Enter the parents' bedroom during the day and climb the rope hanging near the door. Hover to the bell, then to the small ledge on the door. Climb onto the blue switch to open the wood slats. Go through the opening to enter the room at night. Mrs. Sanderson will ask you to find a receipt. A shocking series of events will occur once you've retrieved the receipt, but at least Jenny will sleep in her own bed.



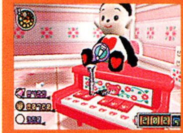
You opened the peephole!

Squabbling Over Inheritance

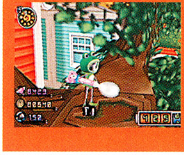
After you retrieve Plankbeard's ship and recruit a crew, he'll provide you with three treasure maps. Unfortunately, they aren't truly maps—just vague clues about where to look. Nonetheless, the maps are essential for finding the treasures; if you try seeking out the booty before obtaining the maps, you won't find anything in the treasures' locations.



After you've beaten the game, check the spot where Giga-Robo was located.



Run back and forth across the keys of the miniature piano in Jenny's room.



Hover to the patch of dirt in the tree and dig; it's not far from the bird's nest.

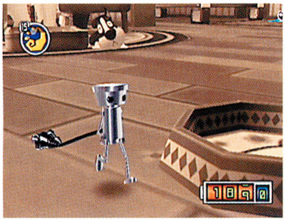
Life's Many Mysteries

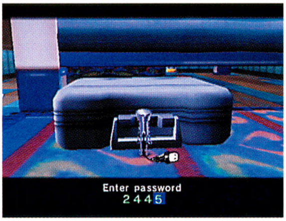
Some of the items in Chibi-Robo have obvious purposes; others' uses are a bit more vague. Use the table below to figure out where to find some of the more-peculiar items and what to do with them. Note that the recipient may take an item only after a certain event has transpired.

ITEM	WHERE FOUND	USE
Bandage	Kitchen, above refrigerator	Give to Mort the mummy
Cookie	On the kitchen table	Give to mom as she's drinking tea
Crayons	Throughout Jenny's bedroom	Put in crayon box for Happy Points
Gunpowder	Shelf in basement	Give to Drake Redcrest
Old Boxers	Parents' bedroom, under bed	Give to mom for sewing (option 1)
Outdated Scarf	Parents' bedroom, on high shelf	Give to mom for sewing (option 2)
Passed-Out Frog	On the floor in parents' room	Deliver to the frog in the backyard
Snorkel	Shelf in Jenny's bedroom	Give to Great Peekoe in fish tank
Super Eggplant	From Kid Eggplant (treasure chest C)	Give to the bird
Ticket Stub	Parents' bedroom, central shelves	Give to Mort the mummy
Worn Handkerchief	Parents' bedroom, ledge near bed	Give to mom for sewing (option 3)

Dealing with Family Secrets

Finding the locked briefcase beneath Mr. and Mrs. Sanderson's bed is easy, but opening it can be quite a task. With a dog bone in your inventory, summon the aliens with the Chibi-Radar and head into the past via their time machine. In the past, put the bone in Tao's bowl so he moves, then check the code on the briefcase. Grab the circuit schematic, then head back to the present and enter the code 2455 to open the case.

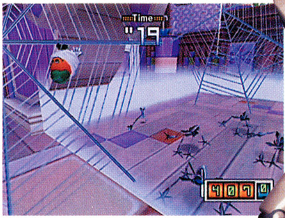




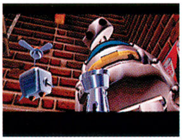
Enter password
2445

A Friend in Need

When you open the briefcase in the parents' room, you'll find Giga-Robo's missing leg—but superstrong Spydorz will snatch it away! After the Spydorz wreak their havoc, talk to Mr. Sanderson and give him the circuit schematic, then prepare to fight. In the first battle, all you can do is dodge the Spydor attacks and try to survive for 30 seconds. After you receive the powered-up Chibi-Blaster, however, you can dish out some payback. After defeating 10 enhanced Spydorz, return to the living room to fight the Queen Spydor. Defeat the queen to get Giga-Robo's leg back.



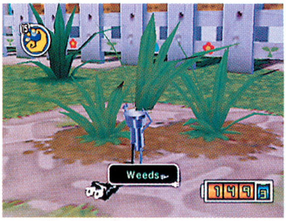
Keep firing at the Queen Spydor and don't get too close. If you've maxed out your battery, you'll win easily.



Return the leg to Giga-Robo and enter 200667 on his foot panel. Giga-Robo will live again!

Enjoying the Great Outdoors

When you uproot the weeds in the backyard, you'll discover an unusual pattern on the ground. Once you've bought the Chibi-Radar, stand in the center of the pattern and use the radar to summon aliens! You won't be able to understand them at first, so you'll need to buy the Alien Ear Chip from the Chibi-PC and summon them again.



When you summon the aliens for a second time, you'll need to guide them to Giga-Robo in the basement. Summon them a third time to gain the opportunity to solve a puzzle and test out some alien tech.

Giga-Robo looks kinda familiar. Does he play Gyromite?

My gamer fragged your honor student.

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Oregon
45Y LUM
05

PROUD PAPA?

game crazy

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Classified Info

Nobody likes a cheater. Except us.

King-Sized Codes

>PETER JACKSON'S KING KONG (GCN)

At the title screen, after you've selected your profile, hold L and R and press down, X, up, Y, down, down, up, up. Release L and R. A Cheat menu will appear on the title screen; the menu will also be accessible in-game when you pause. Enter any of the following codes to increase your chances of survival. Note that the passwords are case-sensitive.

KKst0ry	Unlock all levels
KKmuseum	Unlock all movies in the Extras menu
8wonder	Invincibility for Jack
KK 999 mun	Infinite ammunition
lance 1nf	Infinite spears (press X to acquire a spear)
KKcapone	Acquire the machine gun
KKtigun	Acquire the revolver
KKsn1per	Acquire the sniper rifle
GrosBras	Kill enemies in one hit

Silly Swords

>PRINCE OF PERSIA: THE TWO THRONES

Pause the game and enter any of the following codes to get a wacky special weapon. These codes work only once per game; if you save the game after using a code, you won't be able to use it again on that save file.

BABY TOY:
Left, Left, Right, Right, X, Y, Y, X, Up, Down

CHAINSAW:
Up, Up, Down, Down, Left, Right, Left, Right, X, Y, X, Y

TELEPHONE :
Right, Left, Right, Left, Down, Down, Up, Up, X, Y, X, X, Y, Y

SWORDFISH:
Up, Down, Up, Down, Left, Right, Left, Right, X, Y, X, Y

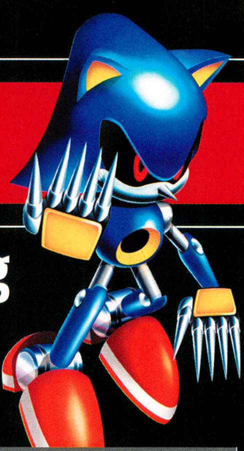
Mission Control

>CALL OF DUTY 2: BIG RED ONE

To unlock all of the missions in the game, choose Play Game from the main menu and access Chapter Select. Hold L and R and, using either the Control Stick or the Control Pad, press:

↑ ↑ ↓ ↓ ← ← → → X → X → X

All stages will become available.



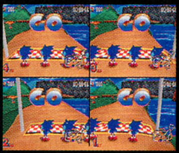
Hedgehog Horde

>SONIC GEMS COLLECTION

Sonic R

Select Same Character:

In multiplayer mode, highlight any character that another player has already selected. Hold the L Button and press A or X to choose that character for yourself, as well.



Sonic Spinball

To use these codes, go to Sonic Spinball's options menu. Move to the Sound FX option and play the sounds in the proper order to activate the code of your choice. The screen will shake to confirm correct code entry.

Level Skip:

00, 02, 01, 05, 06, 06. During gameplay, press down, A, B, and Start together to skip to the next area.

Fast Music:

00, 04, 02, 05, 05, 07.

Free Movement:

00, 09, 00, 01, 06, 08. During gameplay, pause and press A; you'll be able to move Sonic around the map freely. Unpause to return to gameplay.

Sonic the Hedgehog: Triple Trouble

Level Select:

After selecting Sonic the Hedgehog: Triple Trouble from the game select menu, hold up on the control pad. Continue to hold up during the game's intro, where Knuckles bounces onto the screen and grabs the Chaos Emeralds. Just as the red (third) Emerald disappears, press Start. You'll hear a chime if the code was accepted. After you start the game and choose your character, you'll find the level select menu.

Tails' Skypatrol

Level Select & Sound Test:

At the title screen, hold up and A, and press Start.

Sonic CD

When entering these codes, tap the buttons quickly; otherwise you'll start the game instead of activating the cheat.

Level Test:

At the title screen, press up, down, down, left, right, A. The letters in the stage names correspond to the different time periods: A indicates the present, B means the past, C corresponds to the good future, and D offers the bad future. If you use this code, you won't progress to the next level upon clearing the stage, and warping to a different time period ends the level.

Developers' High Scores:

Press right, right, up, up, down, A at the title screen. You'll see a list of the developers' best times for clearing the game's levels.

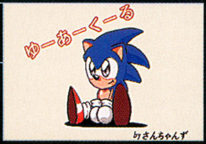
Sound/Music Test:

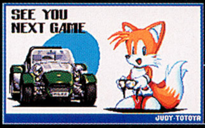
At the title screen, press down, down, down, left, right, A. The PCM function plays the sound effects, and the DA option plays the game's music.

Sound Test Secrets:

Once you've entered the sound test, set the PCM and DA options as indicated and press the A Button or Start to activate the code.

PCM 11 DA 09	Picture of cute Sonic
PCM 04 DA 21	Picture of scary Sonic
PCM 12 DA 25	Mysterious message and strange background
PCM 03 DA 01	Picture of MC Sonic
PCM 07 DA 07	Play a secret special stage
PCM 12 DA 11	Picture of Tails and car





Debug Mode:

Go to the sound test and enter the code for the picture of Tails. When the artwork appears, press Start to return to the title screen, then begin the game. You'll be invincible, plus you'll be able to transform into a background object by pressing B. As an object, you can freely move around the level; change the type of object you are by pressing A. Press B to turn back into Sonic.

PAST, PRESENT, AND FUTURE
PHANTASIA

Tales of Phantasia is a golden-age RPG rich in story and tucked-away mysteries. We take you off the beaten path to explore its many untold secrets.

By George Sinfield

EVERYONE 10+ E 10+ CONTENT RATED BY ESRB

No matter how much time you spend exploring Tales of Phantasia's foggy recesses, the old-school epic always seems to have another layer—a weapon, a spell book, or a fighting technique—waiting for you to uncover if you talk to the right person or search the right room. It's the feeling that something special is always around the next corner that keeps you going through hours of dungeon-dwelling and monster-hacking. Our miniguide for the mid-'90s Super Famicom RPG, now available in North America as a Nintendo-published GBA epic, carries you through the time-traveling main story and shines the spotlight on special gems that might have remained in the darkness otherwise.

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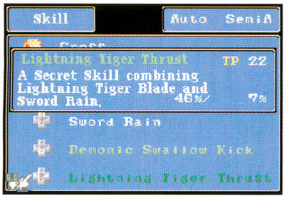
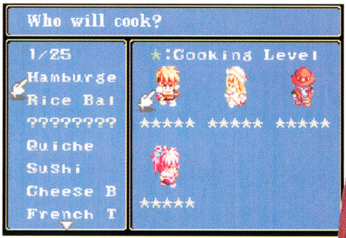
Take Control of the Situation

Phantasia is an RPG-action hybrid with real-time fighting. You can set main character Cress's attacks on automatic, but that's a good way to watch him perish. Direct control, timing, and positioning are crucial for success. Have Cress start several paces away from his target, press A (in combination with directions on the Control Pad) to start his attack, then press A again at the point of impact to finish off a damaging blow.


Skill
Auto
SemiA
Lightning Tiger Thrust
TP 22
46%/
7%
Sword Rain
Demonic Swallow Kick
Lightning Tiger Thrust

A Secret Skill combining Lightning Tiger Blade and Sword Rain.

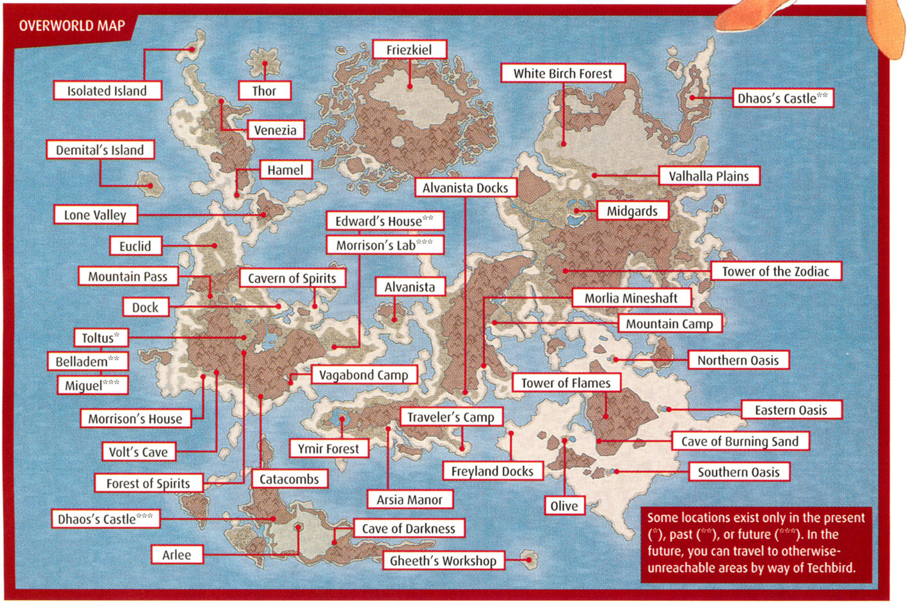
You'll learn basic tech-point skills (white on the Skill screen) by reaching new experience levels. Secret skills (green) are combinations of standard skills that you learn by collecting skill books. The secret skills become available after you've executed each of the component skills at least 100 times.


Who will cook?
1/25
Hamburge
Rice Bal
????????
Quiche
SuShi
Cheese B
French T
★:Cooking Level
★★★★★
★★★★★
★★★★★
★★★★★

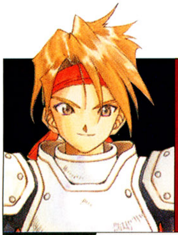
You might be a monster-slaying superstar, but how's your French toast? Search the world for chefs to learn how to cook stat-enhancing dishes. The more you cook, the better the benefits of your culinary endeavors will be.

Leave No Stone Unturned

The world of Phantasia is enormous, and you'll explore it in three different periods, finding objects in a location during one era but not another. In the present and past, you'll rely on walking and ship transportation for travel. In the future, you'll fly freely using Techbirds to visit locations that were once unreachable. Some of your discoveries advance the story. Others lead you to items that increase your power.


OVERWORLD MAP
Isolated Island
Thor
Friezkiel
White Birch Forest
Dhaos's Castle**
Venezia
Demital's Island
Hamel
Alvanista Docks
Valhalla Plains
Lone Valley
Edward's House**
Midgards
Euclid
Morrison's Lab***
Mountain Pass
Cavern of Spirits
Alvanista
Tower of the Zodiac
Dock
Morlia Mineshaft
Toltus*
Mountain Camp
Belladem**
Northern Oasis
Miguel***
Vagabond Camp
Tower of Flames
Morrison's House
Traveler's Camp
Eastern Oasis
Volt's Cave
Ymir Forest
Cave of Burning Sand
Forest of Spirits
Catacombs
Freyland Docks
Southern Oasis
Arsia Manor
Olive
Dhaos's Castle***
Cave of Darkness
Arlee
Gheeth's Workshop

Some locations exist only in the present (*), past (**), or future (***). In the future, you can travel to otherwise-unreachable areas by way of Techbird.



A Long and Treacherous Journey

They don't make games like Tales of Phantasia anymore. The story is incredibly long, and the environment is overflowing with locations and useful items. The timeline that runs throughout this miniguide will point you to the game's main events, with locations and boss names below the line and major events above the line. The numbered tips point to tricky puzzles and secrets that you may have passed by; secrets that lead to special items.

TIMELINE

START

Character Level: 2
1 Weapon in Ruins
2 Go Long
Visit Uncle Olson
Mint Joins the Party
Character Level: 5
3 Art Appreciation
Travel to the Past
4 Counter Move
5 Go-Between
6 Ledge Treasure
Buy a Pickaxe and a Rope
Talk to Bart
7 A Case of Miasma
The Top of Lone Valley
Talk to Martel
Rhea Joins the Party
8 Shipping News
Sail to Demital's Island
9 Key Ingredient
10 Persistent Plant

Toltus
South Forest
The Wild Boar
Toltus
Mountain Pass
Euclid
Uldole's Dungeon
Spiny Devil
Morrison's House
The Catacombs
Golem
Lava Area
Mar's Chamber
Belladem
North Mountain Trail
Euclid Village
Claus's House
Hamel
Lone Valley
Northern Lone Valley
The Wind Spirit
Forest of Spirits
Hamel
Venezia
Venezia Harbor
Demital's Island
Demital's Castle

1 Weapon in Ruins

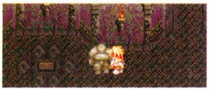
On your return to Toltus from a hunting trip in the forest, you'll find the village destroyed—no survivors, no treasure chests. But on the top floor of Cress's house, there's a sword. It's not just decoration. It's the Knight's Saber, a blade that is about three times as powerful as your Long Sword. If you want to keep the saber for the duration, don't pick it up quite yet. You'll be forced to give up your weapons when you are thrown into the dungeon in Euclid.

2 Go Long

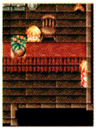
On your way to Euclid, you'll reach a fork in the road at the mountain pass. The path to the west is a shortcut. The path to the north is loaded with monsters. Pull a stone figure out of the way and go north. You'll benefit from the experience that the monster encounters give you, and you'll collect a pair of treasures—a Life Bottle and an Orange Gel—at the end of the path. When you reach Euclid, sell your weapons before you meet Uncle Olson and get thrown into the dungeon.

3 Art Appreciation

In the catacombs, some immobile statues appear to be blocking doors. It may not look like it, but you can move around them. The golem statue is moveable. Slide it onto a floor panel to open a door.



4 Counter Move



After you travel to the past, you'll meet with Lenios in Belladem village. In the weapon shop, walk east into the wall to uncover a secret passage. Move north to reach the shop's back room, then walk through the door and speak to the boy behind the counter. He'll give you a secret technique book that reveals the Demonic Tiger Blade combo. Before you can execute the combo, you'll have to master the Demon Fang and the Tiger Blade.

5 Go-Between

The story of Nancy and Elwin begins in Euclid. Speak to the lovesick girl near the inn. She'll point you to the traveler in the weapon shop. Talk to the girl again, then keep up with the pair wherever you see them. The story continues in Venezia, Alvanista, and several locations in the future, where you'll meet their descendants.

6 Ledge Treasure

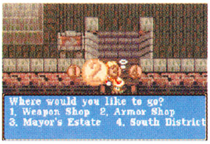
You'll see a treasure chest on the ledge north of Claus's house in Euclid. Go to the east side of the house and find a hidden path into the thick brush. Wind around on the path north, then west to the top of the ledge. The treasure chest contains a Charm Bottle.

7 A Case of Miasma

You won't get far in the Lone Valley without a pickaxe and a rope, which you can purchase in Hamel, the town to the north. Use the axe to break through walls, and the rope to travel between levels in the cave. The magic mist, Miasma, is damaging, but you must walk through it to find boulders to plug the holes. The members of your party will warn you against fighting demons. Though it may be your instinct to fight every creature, it doesn't pay to go up against Hell Masters. Each one has 4,700 hit points and nasty attacks.

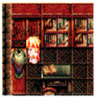
8 Shipping News

Canals cut through Venezia. The best way to get around is to hire a boat. Find the local cabbie northeast of the fountain. Visit the mayor's house and talk to the mayor (he'll reference his twin brother, Lenios) and a pair who mentions Demital's Island. The latter conversation will make it possible to hire a ship that sails from the dock east of the first cab stand to the island. Before you leave, buy a combo from a woman in the armor shop.



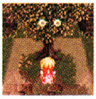
Where would you like to go?
1. Weapon Shop 2. Armor Shop
3. Mayor's Estate 4. South District

9 Key Ingredient

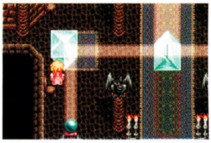


Demital's house is loaded with treasure chests, but the most valuable item is hidden in a cabinet. In the northeast corner of the study, you'll discover a treasure chest that is partially hidden behind a vase. After you open it and collect a tech-point-increasing Savory, the chest will disappear, giving you access to the cabinet. Search it to find the key to Demital's lab.

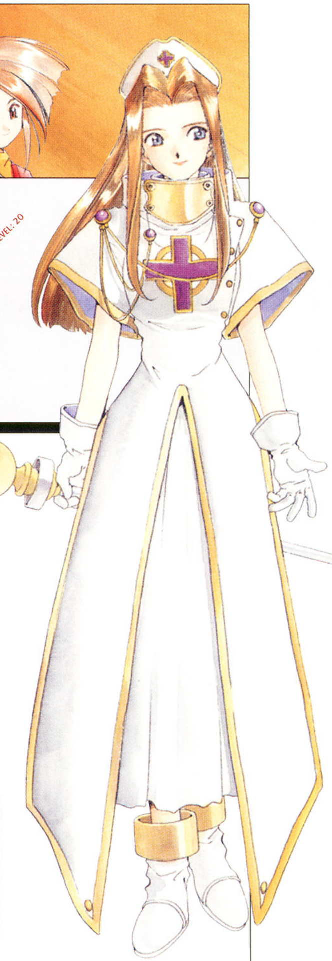
10 Persistent Plant

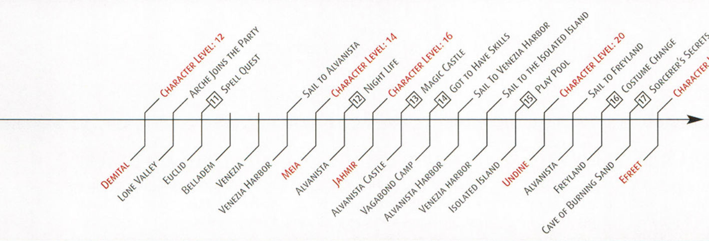


You'll discover a tree in the backyard of Demital's house. After you check it four times, the tree will trigger a battle versus two Orcrots. Your victory will banish the tree from the grounds and let light into the house. Once inside again, open the shades and move the prisms so the light shines on the two crystal orbs, unlocking the door to the basement.



The right light gets you into Demital's basement. After the battle, return to the island and search the basement's lab for treasure.




Demital
Character Level: 12
Lone Valley
Arche Joins the Party
Euclid
11 Spell Quest
Belladem
Venezia
Venezia Harbor
Sail to Alvanista
Meia
Character Level: 14
Alvanista
12 Night Life
Jahmir
Character Level: 16
Alvanista Castle
13 Magic Castle
Vagabond Camp
14 Got to Have Skills
Alvanista Harbor
Sail To Venezia Harbor
Venezia Harbor
Sail to the Isolated Island
Isolated Island
15 Play Pool
Undine
Character Level: 20
Alvanista
Sail to Freyland
Freyland
16 Costume Change
Cave of Burning Sand
17 Sorcerer's Secrets
Efreet
Character Level: 20

11 Spell Quest

With Arche, a magic user, in your party, you'll be able to accumulate spells. Returning to Claus's house in Euclid, you'll find books that teach Arche Stone Blast (in the bedroom) and Ice Tornado (in the southeast corner). If you spoke to the mayor of Venezia, you'll be able to strike up a conversation with Lenios in Euclid that leads to Arche learning the Cyclone spell. In Venezia, a half-elf in the house west of the fountain will sell Arche Lightning and Debris Fall.

12 Night Life

Alvanista is bustling with activity. On the east side of town, a boy will challenge you to a race around the middle of the city. There's no entry fee, and if you win you'll get one of a few valuable items. In the Adventurer's Guild headquarters below the apothecary, a soldier (at the door) will sell you the Demonic Sword Rain combo. The blue-haired pianist, Sakuraba, will offer to sell you a password that you'll need in the Cavern of Spirits later. Spend the night at the inn. In the middle of the night, your party will decide to explore the castle.

Cress
"I think you have a Morlia Mineshaft Pass for me?"

After your fight in Alvanista Castle, you'll talk to the guild leader for a Morlia Mineshaft pass. Talk to him again to hear Sakuraba's piano solo.

13 Magic Castle

Following your battle against Jahmir and your brief imprisonment, you'll be free to explore the castle. Take the stairs south of Prince Laird's chamber to talk to people about the elemental spirits (the conversations will enable you to reach the spirits) and purchase the Tractor Beam and Thunder Blade spells from a magic user. On the castle's main floor, the Ishitori Master will challenge you to a game in which you must force your opponent to pick up the last stone from a pile. You can take as many as three stones per turn. Go first and arrange it so the master is left with totals in the following sequence: 1, 5, 9, 13, 17, 21, 25, etc. (numbers divisible by four, plus one). With victory, you'll earn a Miracle Gel.

14 Got to Have Skills

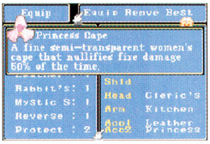
A vagabond in a camp southwest of Alvanista will give you the Phoenix Sword Rain combo. A traveler in a camp southeast of Alvanista will sell you the Beast Swallow Kick after you speak to him twice.

15 Play Pool

In the Limestone Cave, you'll spend your time looking for and pulling levers to drain and fill pools. One switch opens a hole in a drained pool. Fill the hole with water to make the spirit Undine surface.

16 Costume Change

Travel east, then southeast of Alvanista to reach a dock. From there, sail to Freyland and walk east to Olive. At the tool shop, you can purchase a few items that help nullify fire damage (useful equipment for your trip through the Cave of Burning Sand). Buy Silver Capes for both Mint and Arche, and use Rune Bottles on the items to turn them into Princess Capes. The upgraded armor will allow them to avoid fire damage 50 percent of the time instead of 30 percent.


Equip
Equip Remve Best

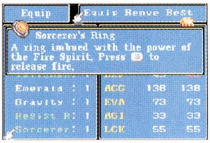
Princess Cape
A fine semi-transparent women's cape that nullifies fire damage 50% of the time.

Rabbit'S: 1
Mystic S: 1
Reverse : 1
Protect : 2

Shld
Head Cleric'S
Arm Kitchen
Acc1 Leather
Acc2 Princess

17 Sorcerer's Secrets

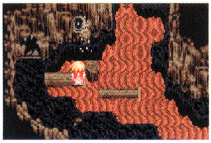
The Cave of Burning Sand is a maze of passages and lava. From the start, travel east then south, and down the stairs. Collect the contents of two chests, then go west and north to collect the Sorcerer's Ring. Equip the ring on one of your party members to give him the ability to fire blasts of energy while exploring (by pressing the R Button). With the power, you'll be able to activate switches from a distance and knock posts into the lava, creating a path across the molten expanses. When you reach Efreet, hit him with Undine's water magic.


Equip
Equip Remve Best

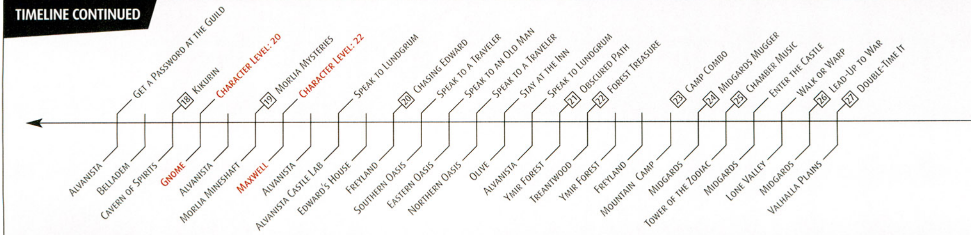
Sorcerer's Ring
A ring imbued with the power of the Fire Spirit. Press to release fire.

Emerald : 1
Gravity : 1
Resist R: 1
Sorcerer: 1

ACC 138 138
EVA 73 73
AGI 33 33
LCK 55 55



TIMELINE CONTINUED


Get a Password at the Guild
18 Kikurin
Character Level: 20
19 Morlia Mysteries
Character Level: 22
Speak to Lundgrum
20 Chasing Edward
Speak to a Traveler
Speak to an Old Man
Speak to a Traveler
Stay at the Inn
Speak to Lundgrum
21 Obscured Path
22 Forest Treasure
23 Camp Combo
24 Midgards Mugger
25 Chamber Music
Enter the Castle
Walk or Warp
26 Lead-Up to War
27 Double-Time It
Alvanista
Belladem
Cavern of Spirits
Gnome
Alvanista
Morlia Mineshaft
Maxwell
Alvanista
Alvanista Castle Lab
Edward's House
Freyland
Southern Oasis
Eastern Oasis
Northern Oasis
Olive
Alvanista
Ymir Forest
Treantwood
Ymir Forest
Freyland
Mountain Camp
Midgards
Tower of the Zodiac
Midgards
Lone Valley
Midgards
Valhalla Plains

18 Kikurin

The password that you got from Sakuraba in Alvanista is *Kikurin*. Spell the word at the door northeast of the entrance to the Cavern of Spirits to pass through. Inside the main dungeon, you'll befriend a gnome boy. Walk slowly to let him follow you, and avoid contact with the other wandering gnomes (they'll challenge you to battle as not-worth-the-trouble Clay Idols). When you approach four gnomes blocking a passage, they'll reunite with their lost friend and clear the way for you.

19 Morlia Mysteries

On Level 4 of the Morlia Mineshaft, you'll notice an unlit torch between sets of lit torches. Check it twice to open a passage nearby. On Level 6, the rightmost of three statues hides a wall lever. Move the statue and pull the lever to open the way to a Lemon Gel. On Level 7, you'll have to transport in and out of the same room four times, each time collecting the room's treasure to make it change on your next visit. The room's teleporter is invisible, but is located between your starting point and the treasure, forcing you to go the long way around to the prize. On Level 8, use an unlit candle as a lever. You'll return to its spot later to find a tile that will let you float over spikes. On Level 10, Claus will place spirits in four positions: Efreet in the north spot, Gnome in the south, Sylph in the east, and Undine in the west.

20 Chasing Edward

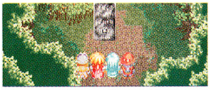
Your search for Edward will take you to Olive, in Freyland. Following the instructions you received from a villager and people in three oases, you'll find yourself in Olive again. The Inn Keeper will tell you to go after Basilisk Scales. Return to the Inn after you have five of them. Pack plenty of Panacea Bottles on your hunt: Basilisks can paralyze the members of your team. In a pinch you can also cure frozen friends with the scales.

21 Obscured Path

Edward points you to Ymir Forest. The forest path is surrounded by trees, which sometimes block your view. In one particularly thick section, you'll have to find a passage north that you cannot see.

22 Forest Treasure

Elf-colony leader Brambert will tell you to mend your Pact Ring at the Black Stone in Treantwood. The forest maze is loaded with both treasure (a Stun Bracelet, a Moon Crystal, and a Warrior Symbol, among other finds) and monsters. You'll do well by wandering, fighting, and building levels, but if you want the direct route from the Memory Glyph, go north three times, east twice, north twice, east twice, south twice, and east again.



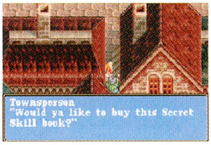
After Brambert fixes the ring, walk around the Black Stone to find a hidden chest containing Elven Boots.

23 Camp Combo

Follow the oasis trail from Olive to a series of bridges in the north. Travel east, then south at the mountains to a camp, where you'll get the Demon Spear combo from a swordsman.

24 Midgards Mugger

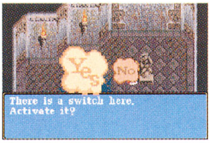
Midgards is north of the Freyland bridges. You'll get a harsh introduction to city life when a fairy steals the Royal Crest from you near the castle gates. In the city's north section, you'll discover a townsperson in a dark alley south of the shop entrance. He'll sell you the Lightning Swallow Kick for 18,000 gald—robbery!



Townsperson
"Would ya like to buy this Secret Skill book?"

25 Chamber Music

Your tour through the Tower of the Zodiac requires you to read clues on signs, then switch the background music to tunes that match the clues. The right music will unlock the tower's doors. You can change the tunes by checking statues. The perfect tune is already playing on the second floor. The correct music-changing statue on the third floor is south of the main chamber and all the way west. The fourth-floor statue is directly west of the main room. On the fifth floor, go south and all the way east. On the sixth floor, go east of the main room.



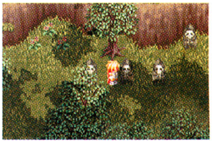
There is a switch here.
Activate it?

26 Lead-Up to War

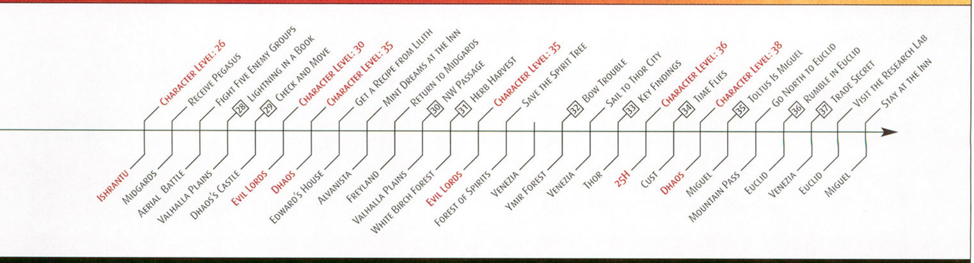
Your visit to Midgards Castle following the fight in the Tower of the Zodiac will trigger a long story sequence that has the party visiting Arche's father, then returning to Midgards. During the sequence, you'll learn about Magitech and a crude form of time travel. When your party separates from Claus, it's important that you not join up with him again until you stay at the inn, buy supplies, and step out of town to save your progress. Your return to the castle will trigger the beginning of the next mission.

27 Double-Time It

Your party is one of several sent to defeat Ishrantu in the Valhalla Plains. The target is northeast of the starting camp. Start by traveling north as far as you can go, east once, and north again. At that point, the path branches north and east, but the two paths meet up again before you get to Ishrantu. The battlefield is littered with visible enemies (not like the random battles in most areas). Since you'll get a better reward for completing the journey in one day than in multiple days, you'll do well by avoiding as many of the battles as possible. If you find yourself up against paralyzing Chimeras, consider escaping, then taking on easier randomly selected enemies instead.



Avoid enemies on the battlefield. You'll earn 50,000 gald for a single-day victory, but only 10,000 gald for a multiday struggle.


Ishrantu
Character Level: 26
Midgards
Receive Pegasus
Aerial Battle
Fight Five Enemy Groups
Valhalla Plains
28 Lightning in a Book
Dhaos's Castle
29 Check and Move
Evil Lords
Character Level: 30
Dhaos
Character Level: 35
Edward's House
Get a Recipe from Lilith
Alvanista
Mint Dreams at the Inn
Freyland
Return to Midgards
Valhalla Plains
30 NW Passage
White Birch Forest
31 Herb Harvest
Evil Lords
Character Level: 35
Forest of Spirits
Save the Spirit Tree
Venezia
Ymir Forest
32 Bow Trouble
Venezia
Sail to Thor City
Thor
33 Key Findings
25H
Character Level: 36
Cust
34 Time Flies
Dhaos
Character Level: 38
Miguel
35 Toltus Is Miguel
Mountain Pass
Go North to Euclid
Euclid
36 Rumble in Euclid
Venezia
37 Trade Secret
Euclid
Visit the Research Lab
Miguel
Stay at the Inn

28 Lightning in a Book

If you have 50,000 gald, you can get a secret skill book that unveils the Lightning Tiger Spear combo on your way to Dhaos's Castle, through the Valhalla Plains. From the starting point, travel north twice, then east twice, south once and around a bluff, north, east, and north again. A traveler at your destination will sell you the book. From there, wind your way northeast to reach the castle.

29 Check and Move

The struggle through Dhaos's Castle is long and brimming with enemies. Defeat all monsters in your path, hitting magic users with physical attacks to keep them from casting spells. Early on, check a statue to collect a Mystic Symbol and a series of weapon racks to get weapons, including a Mech-Halberd. Once you solve the dining-room switch puzzle, climb stairs and push a statue into a hole, then use the statue on the lower floor to trigger a door-opening switch. After you leave a party member behind on another switch, you'll search for the Mysterious Hand Mirror, which you can use to warp through other mirrors. On your second time through the door where you left a friend, leave Arche, then go upstairs and get her to fly through the hole in the floor.

Cress
"Use your broom to come up here!"

30 NW Passage

You must speak to a townsperson in Midgards to learn that a maiden pure of heart can meet the healing unicorn. From the start of the Valhalla Plains, go north three times, east, north and around a tree, south and around a bluff, and north five times, then wind your way west to a clearing.

31 Herb Harvest

Arche and Mint will go ahead of you in the White Birch Forest, then Cress and Claus will enter when they sense Mint needs their help. The way to the unicorn is due east from the start, then north, but explore to collect the area's Oriental Herbs, which you can sell later for more than 20,000 gald each. When you rush to help Mint, be sure to find Arche south of the unicorn's location first so she can join in the fight.

32 Bow Trouble

Before you begin your journey to the future, embark on one more side quest in the past to repair Chester's old bow. Travel to Ymir Forest and speak with Brambert. He'll lead you to the inn, where you'll learn that you can get the bow repaired at Arsia Manor (the large house with statues on the west lawn), east of Ymir Forest. Arsia will fix the bow on the condition that you get Brambert to meet her in the manor. After some discussion, Arche will be forced to stay at the manor for insurance that you will come through. When you return with Brambert, you'll learn about the relationship between Arsia and the elf. Leave, but be sure to return to Ymir Forest in the future to retrieve the bow.

33 Key Findings

When you reach the underwater city of Thor, go north to a control room and collect a shiny object (a key card) from the counter. Travel south of the control room and use the card on the card reader near the door east of the Memory Glyph. There are eight chests in the south end of the next room, and eight doors in the north end. Avoid the visible enemies if you wish, find a key in one of the chests, and check the doors. One passage leads to a chest that contains the Judgment spell book. Another one leads to supercomputer Cust.

34 Time Flies

Save your progress when you reach the path to Cust, then take on a group of robot guards, have Arche hit the robots with several casts of her Indignation spell (with the casting-speed enhancement Mystic Symbol equipped). After the fight, get medical treatment from Cust, have it raise Thor to the surface, save your progress, then warp to the future.

35 Toltus Is Miguel

In the future, the town that Cress and Chester grew up in is named after Cress's father, Miguel. Put Chester in your active party to let him level up. If you feel up to it, challenge the dojo's swordsman for the title of Acting Master. Once you've earned the title, talk to the dojo leader again, tell him that you don't want to train, and buy the Phoenix Dance combo for 20,000 gald. Also talk to the robed man near the tool shop for a collectible card, and stay at the inn to see a flashback.

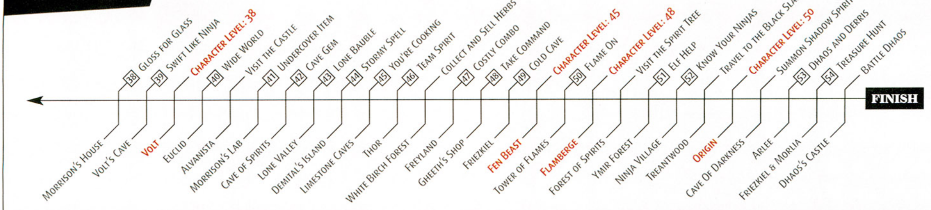
36 Rumble in Euclid

The future version of Euclid is bustling with activity. Before you enter the castle, talk to a mother who has lost her daughter. You'll find the daughter near the inn. Lead her to the mother for a reward of an Elixir. West of the inn is a husband hiding from his wife. You'll find the wife in the house to the south. You won't get a reward for triggering the reunion or for giving apples to the boy in the grocery, but the activities add atmosphere. In the castle, the king will give you 80,000 gald for your efforts to date, and a girl in a school group on the top floor will trade your black collectible card for a brown card. (You can get another black card on your return to Miguel.) If you're ready for a big challenge, join the tournament. Victory over the Wyvern at the end will get you the Beast Blade combo.

37 Trade Secret

In the waterfront grocery in Venezia, you can trade a melon and some kelp to a customer for a green collectible card. Stay at the inn to see a scene involving Chester and his ongoing training. If you kept up with Nancy and Elwin in the past, you'll see signs of them in Venezia.

TIMELINE CONTINUED

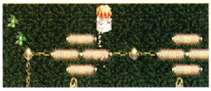

38 Gloss for Glass
Morrison's House
39 Swift Like Ninja
Volt's Cave
Character Level: 38
Volt
40 Wide World
Euclid
Visit the Castle
Alvanista
41 Undercover Item
Morrison's Lab
42 Cave Gem
Cave of Spirits
43 Lone Bauble
Lone Valley
44 Stormy Spell
Demital's Island
45 You're Cooking
Limestone Caves
46 Team Spirit
Thor
Collect and Sell Herbs
White Birch Forest
47 Costly Combo
Freyland
48 Take Command
Gheeth's Shop
49 Cold Cave
Friezkiel
Character Level: 45
Fen Beast
50 Flame On
Tower of Flames
Character Level: 48
Flamberge
Visit the Spirit Tree
Forest of Spirits
51 Elf Help
Ymir Forest
52 Know Your Ninjas
Ninja Village
Travel to the Black Slab
Treantwood
Character Level: 50
Origin
Summon Shadow Spirit
Cave Of Darkness
53 Dhaos and Derris
Arlee
54 Treasure Hunt
Friezkiel & Morlia
Battle Dhaos
Dhaos's Castle
FINISH

38 Gloss for Glass

At Morrison's house, west then south of Miguel, you'll come across a traveling artist named Curio. If you have a Glossy Magazine, he'll allow you to exchange it for the Curio's Mirror.

39 Swift Like Ninja

As you explore Volt's cave, southeast of Morrison's house, you'll have a few brief meetings with Suzu, a girl from the ninja village, then you'll save her from a pair of Ninja Lords. If you lose the fight, your adventure will continue but you'll miss out on 16,000 experience points and 10,000 gald. Most of the puzzles in Volt's cave deal with doors that require electricity. You can activate them temporarily by zapping nearby coils with the Sorcerer's Ring (press R). In the trickiest of the coil-door puzzles, you'll have to hit the easternmost of three coil groups first, then hit the far-west group quickly to sustain the charge. Use Jet Boots to move fast and a Holy Bottle to keep enemies from attacking.



40 Wide World

Your acquisition of the Techbirds in Euclid will open the world to you, making previously unreachable destinations a snap to get to. You'll also find new items in places that you visited in the present and past.

41 Undercover Item

The building southwest of Alvanista is a house for magic-researchers. Climb into the bed on the second floor. You'll find a Statue of Friendship.

42 Cave Gem

The Cave of Spirits is occupied by a new group of challenging creatures. Head to the chamber where you distracted the gnomes by pulling the alarm on your first visit to the cave, and explore the area to the west to find an Emerald Pact Ring.

43 Lone Bauble

Travel to the lowest level of the Lone Valley cave and search the area for treasure. You'll find a few useful items—a Reverse Doll, a Mist Orb, and the very valuable Amethyst Pact Ring.

44 Stormy Spell

Fly southwest of Venezia to Demital's Island and venture to the lab where you fought Demital. In the middle of the room, you'll find a chest that contains the Tempest spell.

45 You're Cooking

The Limestone Cave, where you battled Undine in the past, holds the Maelstrom spell. Find it in Undine's chamber. On the dock, your party will picnic and you'll learn more about the characters. Return later for another comic meal.

46 Team Spirit

A townsperson in Alvanista will tell you about the spirit Aska. You'll find Aska in Thor, east of the Limestone Cave. Go to the place where you spoke to Cust. The floating head will release Aska, who will make a pact with Claus.

47 Costly Combo

The desert surrounding Olive hasn't changed much since your last visit, but in the southern oasis you'll find a swordsman to sell you the Phoenix Blade combo for 40,000 gald.

48 Take Command

An island south of Olive houses Gheeth's Shop. There you'll find a Combo Command for 400,000 gald. Use a Miracle Charm (a Charm Bottle treated with a Rune Bottle) to cut the price in half. You'll also get the Statue of Love.

49 Cold Cave

Friezkiel lies to the north. Inside the town, travel north to the Temple of Fenrir, then find the entrance to the Cave of Ice in the cathedral. You'll discover frozen statues and levers in the cave. Use the Sorcerer's Ring to thaw them out. In the cave's grid maze you'll collect plenty of treasure, but the most useful item is the Tidal Wave spell. From the entrance to the area, travel west two times (to the Black Onyx), south, then west again. The area's exit is east once, then north four times from there.

50 Flame On

Fly east of Olive to the Tower of Flames. In the first room, fight Geraldins to collect Flare Charms. Turn the items into Ice Charms using Rune Bottles, then equip them on every member of your party so that the fighters can withstand the tower's high temperatures. The tower holds the Explode spell and the Fire Blade.

51 Elf Help

Brambert is alive and well in the elf colony, as is Arche's mother (at the inn). She'll offer you the Star Broom and Mom's Mittens for her daughter. If you didn't leave Chester's Bow at Arsia Manor in the past, you can get it repaired at the weapon store.

52 Know Your Ninjas

In a restaurant in Arlee (fly south of Ymir Forest), a townsperson in a gray cloak will tell you about the Ninja Village. From the Memory Glyph on the north end of the Elven Colony, travel north three times, west three times, and north three times again. Suzu will meet you in a clearing and take you to the village. There you'll get the Muramasa sword from Ranzo, the village elder. Search west of town for a ? Book (Seven Suns) and east to find a Crystal Rod and the Earthquake spell. Return to and enter the tournament in Euclid to fight Suzu's parents, then come back to the ninja village to have Suzu join your party.

53 Dhaos and Derris

At the restaurant in Arlee, a soldier will give you a Derris Emblem. You'll need it to get far in Dhaos's Castle. While you're in Arlee, purchase the Phoenix Spear combo and sleep at the inn to trigger a story sequence.

54 Treasure Hunt

Once you've uncovered Dhaos's Castle by holding up the Eternal Sword in the cave northwest of Arlee, you can either continue to the castle and the story's end, or turn around and do some more exploring. In the restaurant in Friezkiel, the son of Ifreed the Pirate will point you to more than 20 treasures in secret hideouts throughout the land. You can also access more floors of the Morlia Mineshaft.

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PLAYER'S POLL SWEEPSTAKES
April 2006, Volume 202

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1. Metroid Prime Hunters preview **2.** Brain Age preview
3. Harvest Moon DS preview **4.** New Super Mario Bros. interview
5. Tales of Phantasia miniguide **6.** Chibi-Robo strategy
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1. I like the column and the idea of covering older games.
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F. What subjects are you most interested in reading about in Community?
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APRIL 2006

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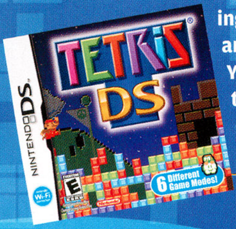

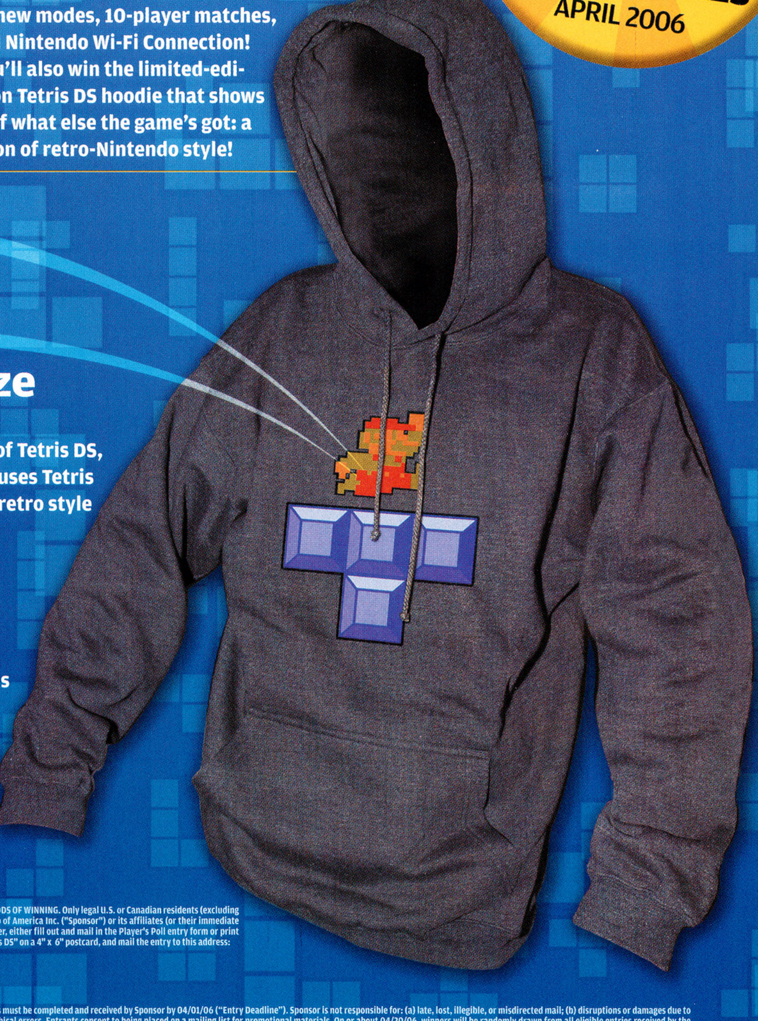

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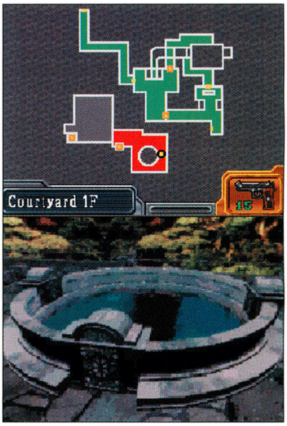
BLOODY LOGIC

You'll need brains as well as brawn to master the mansion in **Resident Evil: Deadly Silence**.

By Andy Myers

Fans know that it takes more than good aim to survive the horror of Resident Evil—you've got to use the ol' noggin as well, especially when playing in hard mode as S.T.A.R.S. operative Chris Redfield. Though much of Resident Evil: Deadly Silence closely resembles the 1996 classic, it also offers DS-centric puzzles that are harder, deadlier, and more plentiful than the original's. We've laid out strategy for Chris's most brain-bending moments.

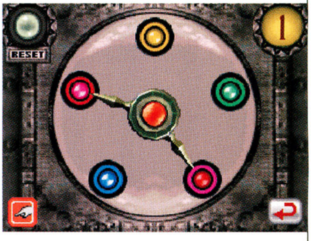


01 COLOR ENCRYPTION

As you explore the mansion and beyond, you'll find a locked blue chest near each storage bin. Each blue chest holds an item, and you can open it by solving a color-matching puzzle with the stylus. To open the first chest (in the save room near the mansion's westernmost stairs), line up the two needles to switch the dots' center colors in this order: yellow and green, blue and yellow, red and pink.

• Opening Chests with Jill

When playing as Jill, the blue chests will require different combinations to open and the contents will be different.



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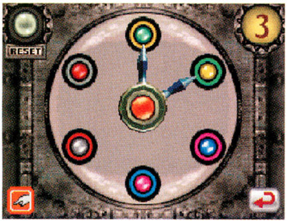
02 MOONLIGHT SONATA

In the music room, use the musical notes in front of the piano. Rebecca will enter the room and offer to play after she has practiced. Say yes, and return later.

- **Jill's Skills**
  Jill's sweet piano skills will allow her to complete the Moonlight Sonata puzzle right then and there.

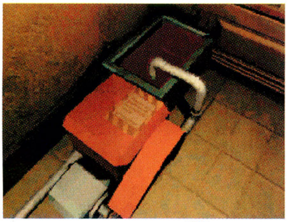
03 MORE COLOR-CODING

The second blue chest you'll likely encounter is located in the save room at the bottom of the mansion's easternmost staircase. Switch the green and yellow dots, then the pink and blue dots, then the red and silver dots to open the chest. You'll earn a First-Aid Spray for your efforts.



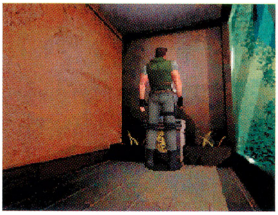
04 CHEMICAL REACTION

On the west end of the mansion's first floor, use the chemical (found near the easternmost save room) in the machine to kill the killer plant and earn a key.



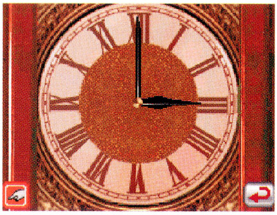
05 THE OLD SWITCHEROO

By the time you reach the east side of the mansion, Rebecca will have learned the Moonlight Sonata. Return to the dining room and grab the emblem from above the fireplace, then head to the nearby music room to rendezvous with Rebecca. After she shows you her chops on piano, head into the secret passage and switch the Gold Emblem with the generic emblem.



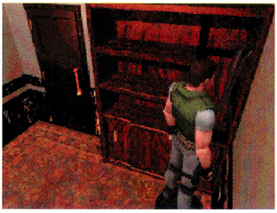
06 ALL ABOUT TIMING

Once you have the Gold Emblem from the music room, take it into the dining room and place it in the empty slot above the fireplace. You'll hear the clock chime three times. Check the grandfather clock, and use the stylus to change the time to three o'clock. You'll earn the Shield Key.



07 DON'T GET SQUASHED

Use the Armor Key to enter the locked room near the westernmost staircase on the first floor—you'll find the Broken Shotgun inside. Head to the other side of the mansion and replace the shotgun on the wall rack with the Broken Shotgun. This will enable you to get back through the adjacent room without the ceiling coming down.



08 FROM THE CRADLE TO THE GRAVE

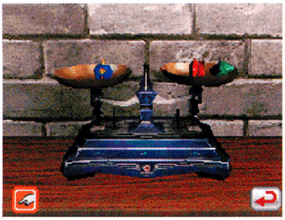
In the gallery on the mansion's first floor, press the switches below each painting in a particular order to acquire the Star Crest.

- **Painting Order:**
  A newborn baby, an infant, a lively boy, a young man, a tired middle-aged man, a bold-looking old man, "The End of Life"

There's a switch below...
Will you push it? ▶Yes No

09 GOOD MEASURES

In the armor room, you'll find a set of scales and five gems of different colors and weights. Use the stylus to place the gems on the scales until the weight is even on both sides—you'll be awarded the Sun Crest.



- **Balancing the Scales with Jill**

When you reach the armor room with Jill, the weight of each colored gem will be different, but the principle of balancing them remains the same.

10 SNAKEBITE SERUM

After finding Richard's body, you'll face the snake that killed him. Once the fight is over, you'll take control of Rebecca to go find the serum for Chris.

- **Jill's Encounter with Richard**

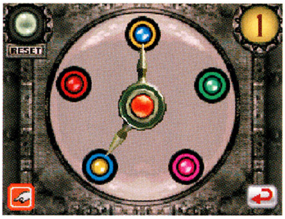
When you're playing as Jill, Richard will not quite be dead. You'll need to perform CPR using the DS microphone to keep him alive for a bit.

11 WIND CREST QUEST

On the balcony above the dining room, push the statue off the edge through the opening in the railing. Head to the floor below to retrieve the Blue Jewel from the broken statue. Place the jewel inside the statue of the tiger head located on the western side of the first floor to earn the Wind Crest.

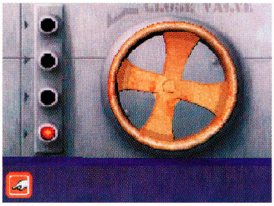
12 YET ANOTHER BLUE CHEST

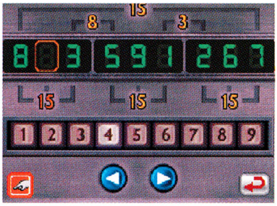
You'll be allowed four moves to open the blue chest in the Guardhouse save room. Switch the center dots in this order: yellow and red, blue and yellow, pink and green, then red and green. You'll be rewarded Shotgun Shells for your efforts.



13 SMOOTH OPERATOR

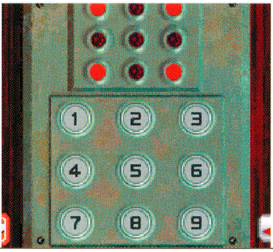
Push the lever in the control room of the Guardhouse basement to activate the poison-spewing sprinklers, then quickly examine the valve in the corner of the room. Use the stylus to crank the valve counterclockwise, but do so at a steady pace, or else the valve will slip through your hands. Once the water recedes, check the electro-lock panel near the door—the number sequence is 8, 4, 3, 5, 9, 1, 2, 6, 7.





14 ROOT NUMBERS

As soon as you encounter the giant plant, Chris will be incapacitated and it will be up to Rebecca to save the day. Head for the pharmaceutical room just across the way (the code to unlock the door is 1, 2, 4, 5), mix a batch of V-JOLT using the sequence below, then deposit the V-JOLT into the roots in the basement.



- **V-JOLT Recipe**

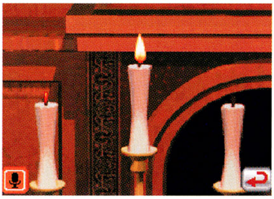
Water + UMB No. 2 = NP-003
UMB No. 4 + NP-003 = UMB No. 7
UMB No. 2 + UMB No. 4 = Yellow-6
Yellow-6 + UMB No. 7 = UMB No. 13
Water + UMB No. 2 = NP-003
UMB No. 13 + NP-003 = V-JOLT

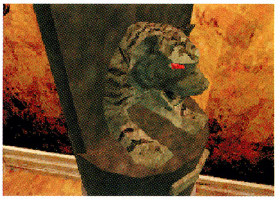
- **V-JOLT by Jill**

This scenario is optional when playing as Jill. Once you have the V-JOLT Report in your possession, head for the pharmaceutical room (using the code 3, 4, 5 to enter) and get to mixing.

15 BRING OUT THE BIG GUN!

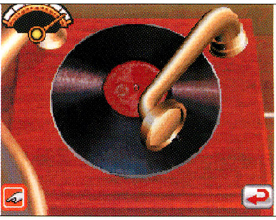
It's time to get a bigger gun. Use the Helmet Key to enter the room near the top of the mansion's westernmost stairs. Investigate the candles on the table, and blow them out using the DS microphone. Grab the now-visible Red Jewel from the dead deer's eye socket, then return to the tiger statue on the first floor and use the jewel to receive the Magnum.





16 OLD-SCHOOL TURNTABLE

When you reach the large second-floor room with the old record player in the corner, use your stylus to spin the record clockwise. You must spin the record at a steady pace, keeping time with the song's tempo to lure the giant snake out for a second battle. Once you've defeated it, jump into the small hole in the floor to move on.

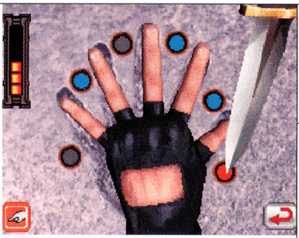


17 TAKE A STAB AT IT

Once you reach the gravestone below the room of the second snake battle, you'll be thrown into a stylus minigame in which you must stab a knife at the dots without hitting your fingers. If you finish the game successfully, you'll uncover a ladder underneath the gravestone.

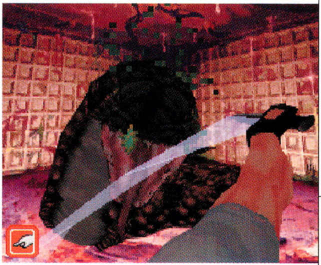
• Jill's Grave Decision

When playing as Jill, you can skip the knife game and the area beyond it by waiting for Barry to return with a rope.



18 FILET THE GIANT SNAKE

Once you locate Eric's Letter in the library on the mansion's second floor, head back to the Guardhouse. Deal with the Hunters that have taken up residence there, then head to the room in which you fought the giant plant—a snake awaits you there. This boss battle is exclusive to Resident Evil: Deadly Silence, and is fought using the stylus. A well-timed swipe of the knife as the snake comes in for the strike will deal the most damage—snake is penetrable only when its mouth is open. Victory over the reptile will earn you the Doom Book 1.



19 FUN WITH FLAMETHROWERS

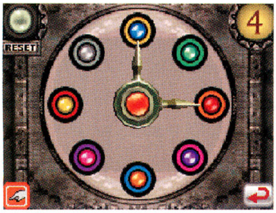
There are two flamethrowers in the catacombs, the second of which you'll find right before the fight with the black widow. Hold onto the weapon until right after the fight, when you'll need it to unlock a door.

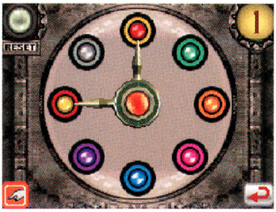
• No Flamethrowers for Jill

In the catacombs, Jill will have to make due without the two Flamethrowers.

20 TRUE BLUE

After the boss fight with the black widow, head to the save room on the east side of the hallway. There you'll find a fourth blue chest, which contains Magnum Rounds. Switch the center dots in the following order: blue and red, yellow and red, blue and orange, then pink and purple.





21 CRANK IT UP

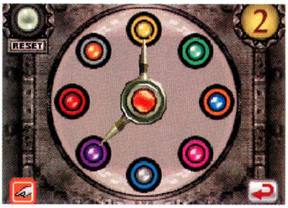
After the black-widow fight, you'll encounter a second hexagonal crank slot in the hallway. Use the crank until the hole in the wall is on your left, then enter the newly exposed passage. Once inside the room, move the statue along the wall to the right of the next crank slot. Use that crank to push the statue away from the wall, and one more time to retract the wall. Finally, push the statue over the lightly colored area of the floor to earn the Doom Book 2.

22 UNLOCK THE LAB

Examine both Doom Books in your inventory; you'll find a medal within each. Place the medals in the fountain to open the entrance to the lab.

23 MORE CHEST PAINS

To unlock the blue chest near the entrance of the lab, switch green and purple, yellow and purple, green and pink, red and green, blue and orange, then silver and blue.



24 ASSIGNMENT ADA

Once you decode the painting and the Researcher's Letter found in the labratory, you'll have access to the computer system. On level B3 of the labratory, fire up the computer with username JOHN and password ADA. To unlock the Visual Data room on level B2, type in the password MOLE.

25 AV-LAB SWITCH

To obtain the Lab Key in the Visual Data room, you must decode a puzzle involving blue buttons and red lights. Find the simple pattern, making sure you hit the center blue button last.

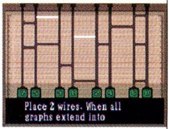
26 FINAL BLUE CHEST

The last blue-chest minigame has four needles—two gold and two silver. With the gold needles, switch the dots in this order: blue and orange, green and silver, then orange and red.

27 MANUAL OVERRIDE

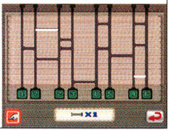
Just before you face the Tyrant, you'll have to recross some wires with the stylus to get the elevator working. The first puzzle is in the power room, and the second is in the generator room. You can draw only two lines per puzzle—the correct positions are shown in white here.

• First Puzzle



Place 2 wires. When all graphs extend into

• Second Puzzle



• Jill's Path

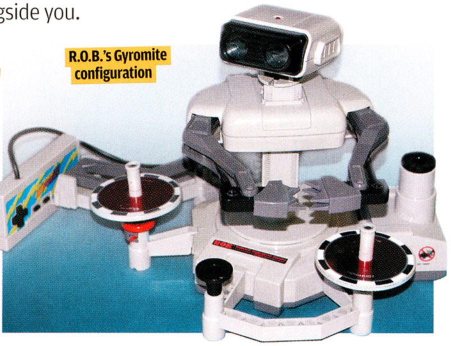
Jill has to complete only the first puzzle.

R.O.B. (ROBOTIC OPERATING BUDDY)

There's no gaming device quite like R.O.B. the robot, an NES peripheral from 1985 that plays games alongside you.

Nintendo
ENTERTAINMENT SYSTEM

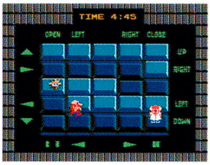
PLATFORM: NES
MANUFACTURER: NINTENDO
RELEASE DATE: OCTOBER 1985
COMPATIBLE GAMES: 2
OPPOSABLE THUMBS: 0

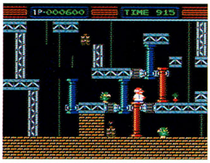


R.O.B.'s Gyromite configuration

More than 20 years ago, Nintendo launched a console that would change video games forever, and at the crux of that launch was an oft forgotten device known as R.O.B. the robot. R.O.B. and compatible game Gyromite were both included as part of the original Nintendo Entertainment System Deluxe Set.

R.O.B. operated by receiving signals through its eyes from the television (much like the Zapper gun, but in reverse). The signals would tell R.O.B. which movement to make. In Gyromite, R.O.B. was in charge of raising and lowering pillars via the second NES controller while you moved Professor Hector through each level with the first controller. When you pressed Select, the professor would face the screen, allowing you to give R.O.B. a command. Once you did so, R.O.B. would begin a task while you resumed control of the professor.

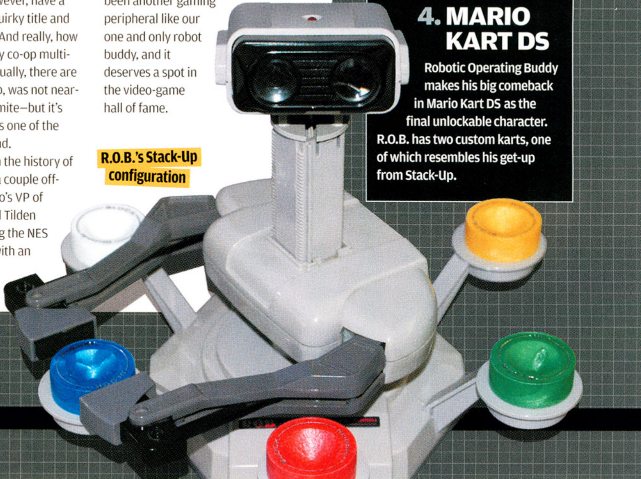




Gyromite was a game that required patience—some could not stomach R.O.B.'s slow pace as its gears churned to move spinning Gyros from platform to platform. Others, however, have a deep affection for the quirky title and its challenging puzzles. And really, how many games let you play co-op multiplayer with a robot? Actually, there are two. The other, Stack-Up, was not nearly as successful as Gyromite—but it's worth mentioning as it is one of the rarest NES games around.

R.O.B.'s significance in the history of Nintendo goes beyond a couple offbeat games. As Nintendo's VP of Brand Management Gail Tilden recalls: "When launching the NES in 1985 we were faced with an industry that had all but imploded. There are famous stories about landfills filled with excess inventory of games. In order to market a new system, we had to have a new hook, and R.O.B. was it. We were very careful not to refer to anything about the NES as a video game and thus developed the term Game Paks, Entertainment System, and put R.O.B. forward as a new type of interactive entertainment. It wasn't until we rolled nationally in the second half of 1986 that we moved to Mario as our leading man."

R.O.B.'s name may not hold the same prestige as Mario, but there has never been another gaming peripheral like our one and only robot buddy, and it deserves a spot in the video-game hall of fame.

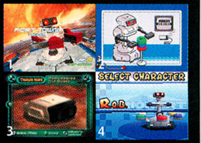


R.O.B.'s Stack-Up configuration

Have a favorite classic game you'd like to see revisited? Send us your requests—we'll consider them for a future installment of Playback.
pulse@nintendopower.com

I do a mean robot dance!

R.O.B. LIVES!



1. F-ZERO GX

A giant robot that looks strikingly similar to R.O.B. appears in the background of the Port Town: Aero Dive level.

2. WARIOWARE

9-Volt's affinity for classic gaming leads to guest appearances by R.O.B. in a number of WarioWare minigames.

3. PIKMIN 2

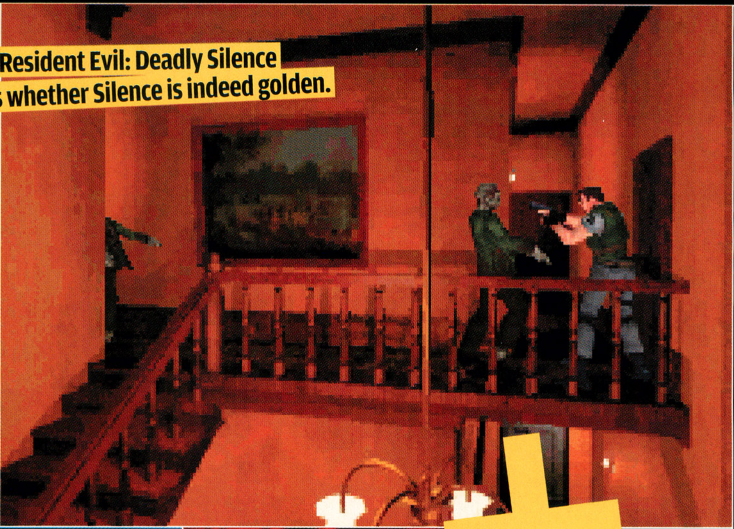
An assortment of random items awaits Olimar and crew on the planet of the Pikmin, including a few Gyro Blocks and a Remembered Old Buddy.

4. MARIO KART DS

Robotic Operating Buddy makes his big comeback in Mario Kart DS as the final unlockable character. R.O.B. has two custom karts, one of which resembles his get-up from Stack-Up.

REVIEWS

In-depth reviews of the latest games



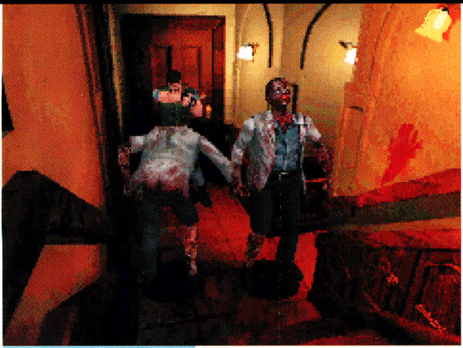
Our review of Resident Evil: Deadly Silence reveals whether Silence is indeed golden.

Worms: Open Warfare, Sudoku Fever, and more.

84
If you're reading our Tales of Phantasia review, that means our reviewer has finally finished playing this enormous RPG.

83
Girl power-ups and strong vibes—Princess Peach is up to her solo challenge.

85
What's a Trozei? Find out in our look at the latest Pokémon puzzler.



ON TODAY'S MENU: BRAINS

DEAD ALIVE

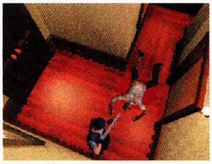
RESIDENT EVIL: DEADLY SILENCE

RATING: 8.5

PLATFORM: NINTENDO DS
PUBLISHER: CAPCOM
DEVELOPER: CAPCOM
ESRB: MATURE

Ah, the Resident Evil memories. Remember backing down a hallway to escape a couple of ravenous zombies, when the camera unexpectedly changed its angle and you lost all sense of direction as you fled the scene in a panic, only to find yourself running in place against a wall while the zombies closed in to munch on your face? If you've played any RE title preceding Resident Evil 4, you're all too familiar with this dire scenario, brought on by the series' unconventional control scheme. Sure, it can be frustrating at times, but any RE fan will tell you that it's also a big part of what has made the series so compelling, so addictive, and so soil-your-pants frightening. 1996's Resident Evil for Sony PlayStation started it all, not only marking the beginning of the franchise, but of the survival-horror genre as a whole.

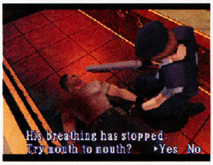
Fast-forward 10 years to the release of Resident Evil: Deadly Silence, a DS remake of the original masterpiece. Capcom has gone to great lengths to preserve the spirit of the original game while adding new content and functionality. It's all there and then some, and though many of RE's classic moments feel dated today, the game stands the test of time surprisingly well and comes to life anew on the DS.



Nostalgia fiends will love Deadly Silence's Classic mode, which lets you play RE almost exactly like it was 10 years ago. Rebirth mode, however, is where Deadly Silence shows its worth. It follows the same basic plot, but with a new chunk of story and a new boss battle worked into the middle, as well as a number of added gameplay features. The touch-screen-controlled knife fights are probably the most successful addition: When you go from one area to the next, there's a chance you'll be thrown into a first-person knife fight against the mansion's bloodthirsty creatures. Near the beginning of the game, the touch-screen battles are rather easy. But as you progress, they evolve into a more complex series of combos and timing. The payoff for engaging in these extra scuffles is that the enemies sometimes drop healing items and ammunition (which any RE vet will tell you are incredibly valuable).

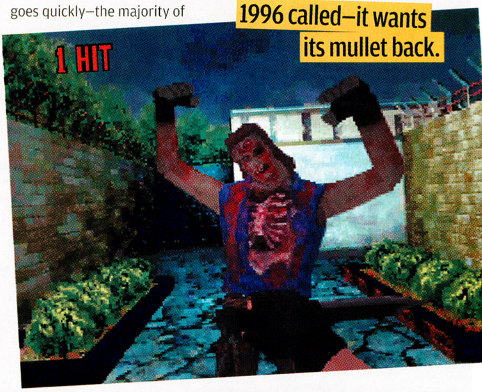
Rebirth mode's other DS-exclusive treats include a number of new and updated puzzles. Some are forgettable; punching in strings of numbers and cranking valves with the stylus gets old after a while. Others, however, are quite interesting: Using the DS microphone to blow out candles or resuscitate an injured ally; aiming and throwing darts at a dart board via the touch screen; grabbing hold of a sword stuck in a door and wiggling it back and forth, only to find there's a zombie impaled on the other end—these elements, as well as the new story segment and boss battle (both of which we cover in detail starting on page 76), are where Deadly Silence becomes a true DS title rather than a straight port of a decade-old game.

Still, the new stuff comes and goes quickly—the majority of Deadly Silence is almost identical to the original game. And though the first RE is a great game that warrants a thoughtful remake, Deadly Silence suffers in its transitions between original material and new content. You'll find yourself fumbling for your stylus when the gameplay switches abruptly from the main game to a first-person knife fight or to a time-sensitive puzzle, amplifying an already apparent disconnect between old and new—even though many of the additions are fun on their own, they feel tacked on to the familiar RE experience.



His breathing has stopped.
Try mouth to mouth? ▸Yes No

If you've never played the original, Deadly Silence is worth checking out. It plays, looks, and sounds as good as ever on the DS. In truth, though, Deadly Silence was made for the fans. It's an homage to the original in every way, from the inclusion of the original voice-acting and live-action cut-scenes (which are even funnier today than they were in 1996) to playful new unlockables such as Master of Knifing mode. It may not be the all-new title some were hoping for, but it's a great game worthy of bearing the Resident Evil name. —ANDY M.



1996 called—it wants its mullet back.

WRITERS' BLOCK

WHAT GAME TYPE OR FEATURE SHOULD THE DS TACKLE NEXT?

Wi-Fi gaming has expanded the DS's already wide-open world. We asked our reviewers what they would like to see next on the innovative handheld.

CHRIS HOFFMAN

I'd love to see a title where you could use the touch screen to sculpt your own RPG or graphic adventure game, then use the wireless capabilities to upload it to your friends.

STEVEN GRIMM

Kojima used a solar sensor on a GBA pak for Boktai. I want a DS game that uses a global-positioning pak. Why? To fuse real-world with game-world coordinates. Yes, it's crazy. I want it.

CHRIS SHEPPERD

How 'bout a game where you roll a giant ball over real-world objects to grow larger and larger. Maybe the main character could be a weird king, as well. Has that been done?

ANDY MYERS

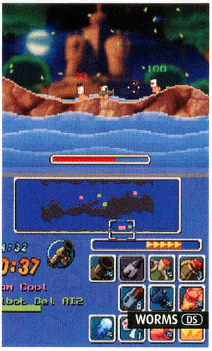
Simple tasks such as displaying maps and managing items are where dual-screen action has truly shined. With Wi-Fi added to the mix, the DS is practically begging for an MMORPG.

GEORGE SINFIELD

How about the ultimate in multitasking: two games at once? The top-screen game could be voice activated while the bottom-screen game uses touch control. Kooky? Yes. Fun? Maybe.

STEVE THOMASON

I don't need any fancy doo-dads or newfangled play mechanics; just give me more 2-D side-scrollers like Castlevania and Sonic Rush. You can't get 'em anyplace else these days.



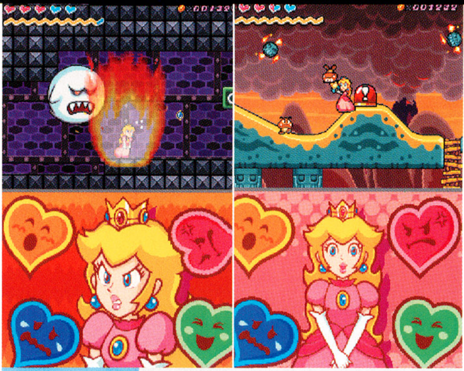
WORMS: OPEN WARFARE

RATING: 7.0

PLATFORM: Nintendo DS
PUBLISHER: THQ
DEVELOPER: Team 17
ESRB: Everyone 10+

Aside from an awkward foray into the third dimension, the Worms series hasn't evolved much these past few years. Though Open Warfare marks a welcome return to 2-D for the turn-based action-strategy franchise, these annelids are starting to show their age. Things that were once minor annoyances—the unintuitive setup menus, somewhat stiff controls, and bizarre AI that alternates between superhuman and downright moronic—are becoming increasingly hard to forgive as Team 17 churns out game after game without addressing the problems. Beyond that, the series just hasn't taken any significant steps forward. The graphics, while serviceable, look the same as they always have, and are pretty primitive by today's standards. Worse, we never get any new weapons or play mechanics to truly shake things up. It's always essentially the same game on different platforms.

But with that same old game comes some of the best multiplayer action this side of Mario Kart. Open Warfare's four-player matches are as hilariously addictive as ever, and made all the more convenient with wireless play. Watching a friend take careful aim with a grenade, only to misjudge and have it blow up in his face is one of gaming's timeless joys. Unfortunately, Open Warfare doesn't include Wi-Fi play, which is a real shame; I would have loved introducing players around the globe to the business end of my exploding sheep. Maybe next year. —Steve T.



LITTLE MISS MARIO

JUST PEACHY

SUPER PRINCESS PEACH

RATING: 7.5

PLATFORM: Nintendo DS
PUBLISHER: Nintendo
DEVELOPER: Nintendo
ESRB: Everyone

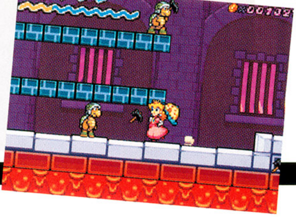
She lays down the smack in Super Smash Bros., she drives a mean Mario Kart, she plays almost every sport imaginable, and she's been kidnapped more times than most people can keep track of. Now, for the first time in her 20-year-plus history, Princess Peach is getting the chance to go solo in her own platformer. The result? Well, Mario doesn't need to worry about job security, but Super Princess Peach does deliver a fun adventure with a few tricks of its own.

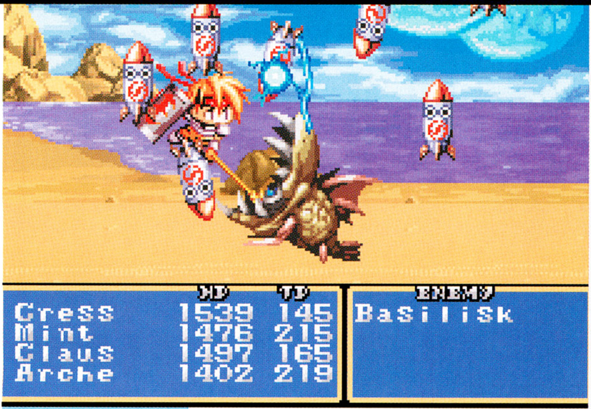
At its core, the game plays, not surprisingly, a lot like older 2-D Mario titles. Themed worlds (like the spooky Shriek Mansion, the steamy Fury Volcano, and the chilling Gleam Glacier), creative level design, and ultraresponsive control are all par for the course, while an abundance of new moves and powers make this game more than Mario with a feminine touch. From her slide-kick to her Chargebrella projectile attack to her Subrella vehicle, Peach's robust bag of tricks keeps things interesting, and her emotionally charged vibe abilities make the gameplay especially compelling. Four vibes provide the keys to well-integrated environmental puzzles—such as using the heat of Rage to power a hot-air balloon or the tears of Gloom to wash away sand mounds—and to creative boss battles.

Ironically, the game's pacing is almost constantly set at "calm." With the exception of a few auto-scrolling areas and some stages in the final world, Super Princess Peach runs at a very relaxed pace, without the sense of intensity or urgency that top-tier platformers possess. Since the Calm vibe lets you restore your health at any time and the Joy vibe lets you float out of dangerous pits—and all it takes is a few enemies to refill the vibe meter—it's easy to get through the entire game without much trouble.

Fortunately, minigames, jigsaw-style puzzles, and hidden stages give the game a ton of replay value and make up for the minimal challenge. Mario's next game isn't due for a few more months; Super Princess Peach should keep platform fans happy until then. —Chris H.

The princess is in *another* castle.





	HP	TP
Cress	1539	145
Mint	1476	215
Claus	1497	165
Arche	1402	219

ENEMY
BaSiliSk

A PRESENT FROM THE PAST

PHAN PHAVORITE

TALES OF PHANTASIA

RATING: 8.5

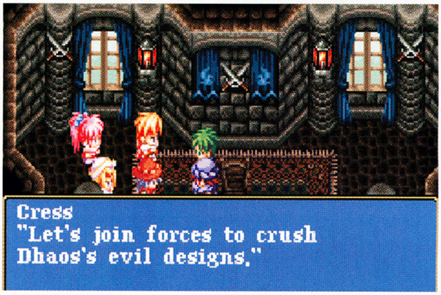
PLATFORM: **GAME BOY ADVANCE**
PUBLISHER: **NINTENDO**
DEVELOPER: **NAMCO**
ESRB: **EVERYONE 10+**

Following in the monster-sized footsteps of Final Fantasy IV's GBA release, a lesser-known RPG classic comes to the portable format (and to the North American market for the first time) in fine form. Part of the '90s wave of role-playing titles that mixed character-building mechanics and a long storyline with an action-oriented fighting system, Tales of Phantasia feels dated at times, but it remains a great play. Main character Cress Albane is a young adventurer who finds himself in the middle of a world-sized power grab when his village is destroyed by warring forces. Guiding Cress, you pick up supporting party members as you travel through fields and towns, accumulate clues, and solve puzzles using an overhead view that displays both detailed settings and the larger world map. Random and scripted battles drop you into a flat side view, in which you have stilted control over Cress's jabs, thrusts, and skill attacks. The sluggish movement is off-putting at first: you press the buttons quickly and repeatedly but watch the character attack at his own studied pace. It's not until you learn to time your commands with the character's animation that you can take advantage of powerful critical attacks—an unnatural process that is ultimately rewarding. If you want to downplay your participation in the battles, you can set Cress's actions to Automatic, though the more-rewarding option is not only to control Cress directly, but to manage the magic-spell casting and special-skill use of the other party members as well. More often than not, your actions will lead to victory in big battles that the team may have lost if left to their own devices.

The story setup is basic RPG fare and the English translation lacks flair, but the plot intricacies and twists that unfold deep into the game (time travel, ghostly possession) are enough to keep you playing. The game length is satisfying, too, easily going past the 40-hour mark, even if you're playing point A to point B without taking time to build your characters or explore for hidden items. And the game tuning is such that you can get through the boss battles without spending extra hours building your characters. If you are compelled to walk around and engage in random battles, it will be to master the sword skills that Cress learns from leveling up. By talking to townspeople, you can have Cress learn "secret" skills that combine two standard skills, but those powers are activated only if you've executed both of the standard moves 100 times each. The skill-building process isn't boring, but it's busywork that was much more common in games of Phantasia's era than it is in titles that are developed today.

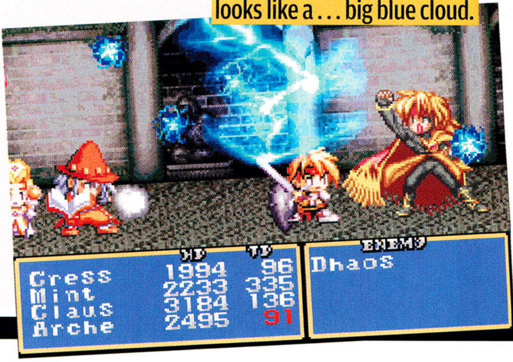
Game-length-extending scenarios that don't feel like busywork exercises are plentiful, too. The story keeps going and going and, though the game never strays from the dungeon-maze-and-boss-battle formula, each new challenge is a step up from the last one. The puzzles never approach the quality and complexity of those in the Legend of Zelda games, but they're similar to the challenges in Sword of Mana and most other retro RPG-adventure games. The graphic style is similar to that of Phantasia's contemporaries as well, but the game's sound is superior to that of similar games. Voice samples are common and clear, and a long piano solo that occurs midway through the game is an unexpected treat.

The GBA version expands on the original Super Famicom title's storyline and includes a new monster list that catalogs the game's 180 incidental enemies. Add 375 items and weapons, and 25 recipes (used to cook up stat-enhancing dishes), and you have an old-school epic. Not an immediate attention grabber, Tales of Phantasia takes time to sink in. But once you're under its spell, you'll be in it for the long haul.
—**GEORGE S.**



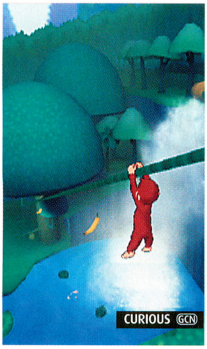
Cress
"Let's join forces to crush Dhaos's evil designs."

If you squint, that big blue cloud looks like a . . . big blue cloud.



	HP	TP
Cress	1994	96
Mint	2233	335
Claus	3184	136
Arche	2495	91

ENEMY
Dhaos

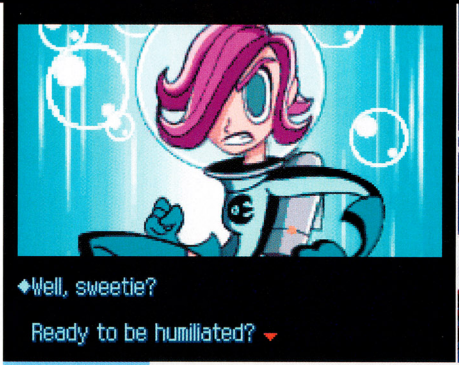


CURIOUS GEORGE

RATING: 7.0

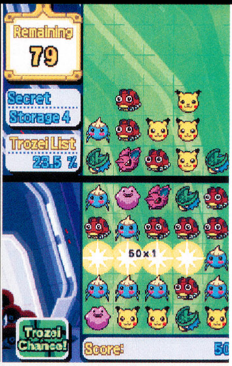
PLATFORM: **Nintendo GameCube**
PUBLISHER: **Namco**
DEVELOPER: **Monkey Bar Games**
ESRB: **Everyone**

A penchant for climbing, jumping, and vine-swinging make children's literature icon Curious George a fine 3-D platforming hero even without the timely tie-in with his animated film. The monkey's skills are well-represented in his 13-episode adventure, but a stiffness in the controls creates frustration in situations that rely too much on accurate double-jumping. Main-game completion should be fairly easy for the gaming novices that Curious George will likely attract, however. Straightforward level design leads you to and through the goals with minimal wandering, and solving most puzzles is as easy as finding out-in-the-open switches that unlock doors. Additional challenges, such as unlocking all five bonus hats (which George can wear during the game), 10 pieces of production art, and clips from the movie are daunting tasks that could make even hard-core gamers curl up into the fetal position. The graphics match well with the movie footage that is sprinkled throughout the adventure, and the work of the Will Ferrell soundalike who provides the voice of the man in the yellow hat is funny and impassioned. David Cross shares his own voice talents in a short appearance as Junior. Although it's not a perfect platformer, Curious George will leave most monkey-mad players satisfied. —**George S.**



◆Well, sweetie?

Ready to be humiliated?



GREAT STUFF, 'MON!

GOTTA BATCH 'EM ALL

POKéMON TROZEI

RATING: 8.5

PLATFORM: **Nintendo DS**
PUBLISHER: **Nintendo**
DEVELOPER: **Genius Sonority**
ESRB: **Everyone**

Genius Sonority makes Pokémon cool. Though the series has had many high points, it's never had the cool factor. That is, until Genius Sonority emerged with Pokémon Colosseum and Pokémon XD, reengineering the Pokémon look and pacing in a darker, alternate RPG universe. Now the developer has reworked another popular Pokémon genre, puzzle-action, in a stylish game that's a blast whether or not you're a fan.

Played entirely with the stylus, Pokémon Trozei pits you against a downpour of pieces. You'll try to start a chain reaction by sliding four of the same piece together (up or down). That causes them to Trozei (vanish from the field), causing an avalanche while you race to put a matching trio together. If you succeed quickly, you'll trigger a period during which you can Trozei with pairs—far easier, especially since many pairs fall into place naturally. The overall effect? Pokémon Trozei is all about sparking an explosion, then racing to manage the dust as it settles. If you don't, you'll be left with a mess that will make it harder to deal with the pieces that threaten to overflow the dual-screen well. There've been other avalanching games, such as Puyo Pop, but Trozei's unique momentum brings fresh fun to puzzle-action.

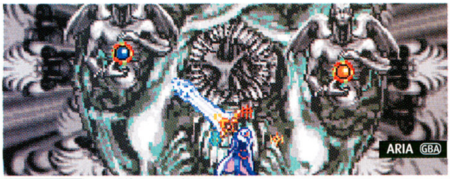
Style, sound, and story also fuel Pokémon Trozei with megawatts of energy. The Adventure mode is set in a world where a new foe, the Phobos Battalion, steals countless Pokémon, and you play as an agent that roves the planet with a Trozei Beamer to teleport the captives away. You confront Phobos bosses, who have field-altering powers, such as blowing pieces around to screw up your moves. The plot is told with cut-scenes that seem very Genndy Tartakovsky (more *Powerpuff Girls* than *Samurai Jack*). And the techno and trance music drives urgency in the story and the gameplay—totally mesmerizing.

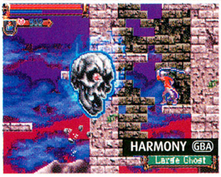
The game will appeal to puzzle-action fans with its additional Endless play mode and wireless LAN multiplayer, and Pokémon fans will love the "catch 'em all" goal. When you first Trozei a kind of Pokémon, it's added to your Trozei List. There are more than 380 Pokémon in the game, quite a few of which appear only rarely. When they do, you'll have little time to Trozei them before their pieces vanish—a lost opportunity. You can find some rarities in Adventure mode, others emerge only when you tap into wireless gameplay: the more you match up, the more you'll see rare Pokémon. Pokémon Trozei has an Espionage mode that searches for nearby Trozei players to swap Agent Cards with. Each Agent Card delivers a single-player session that holds a specific rare Pokémon each time you play it, which is a nice extra.

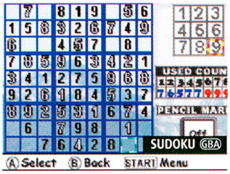
Pokémon Trozei also lets you share an "essentials" version of the game, called Pokémon Trozei Mini, which lets downloaders play Endless mode plus hook up for multiplayer games, which means that you'll never lack a second player for the nice co-op Pair mode. The competitive sessions of Battle mode aren't very fun, however, since games end far too soon. Two equally skilled players can often resolve a Battle session in under a minute. Newbies can get buried even faster—frustrating for everyone.

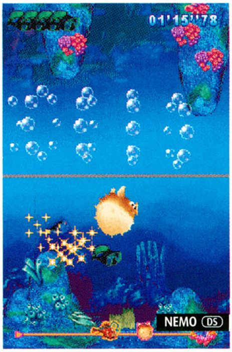
Overall, Pokémon Trozei isn't just a great Pokémon game; it's an excellent puzzle-action game that's fast, sparkly, and loaded with the kind of stats tracking that will let players know exactly how good they're getting. Pokémon Trozei may seem simple, but it packs a challenge that will keep puzzle-action fans intrigued for a long time to come. —**Steven G.**

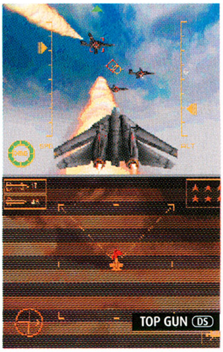
New game idea, new world: Pokémon Trozei is a trip.











CASTLEVANIA: HARMONY OF DISSONANCE/ARIA OF SORROW DOUBLE PACK

RATING: 9.0

PLATFORM: GAME BOY ADVANCE
PUBLISHER: KONAMI
DEVELOPER: KONAMI
ESRB: TEEN

There's been a recent flood of dual-pack Game Boy Advance reissues, which is cool, but up until now they haven't been anything to write home about. But when we saw the new Castlevania bundle, we took notice. Konami has just released Harmony of Dissonance and Aria of Sorrow on one cart, bringing together two GBA instant classics. If you enjoyed Dawn of Sorrow for the DS but haven't had the chance to play this pair of adventure side-scrollers, you gotta pick this up. Both of the games are still in high demand and virtually impossible to find, so it's an awesome opportunity for people to get their hands on the rare pair. We're extraexcited because somebody (you know who you are) snatched our department copy of Aria of Sorrow and we want it back! —CHRIS S.

SUDOKU FEVER

RATING: 4.0

PLATFORM: GAME BOY ADVANCE
PUBLISHER: GLOBAL STAR
DEVELOPER: WWW.PUZZLE.TV
ESRB: EVERYONE

I'm fairly new to the whole Sudoku craze, so I don't have the fever just yet (maybe the Sudoku sniffles). I can already see the appeal, though. For those unfamiliar with the popular puzzler, here's how it works: the aim is to enter a numerical digit from 1 through 9 in each cell of a 9 x 9 grid. The grid is made up of 3 x 3 subgrids, and starts with some digits already in place. To solve the puzzle, you must fill out each row, column, and subgrid so they contain only one instance of each numeral. It's eminently simple, yet manages to put the ol' grey matter through quite a workout. Unfortunately, with its bland presentation and dearth of play modes, Sudoku Fever's rendition of the game is pretty underwhelming. —STEVE T.

CURIOUS GEORGE

RATING: 7.0

PLATFORM: GAME BOY ADVANCE
PUBLISHER: NAMCO
DEVELOPER: TORUS GAMES
ESRB: EVERYONE

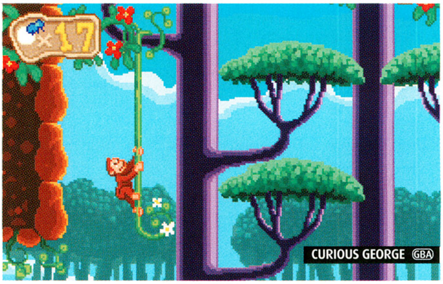
With the notable exceptions of Bad Mojo Jojo, Micky Dolenz, and that vile Marcel from the first season of Friends, monkeys are pretty darned cute, and Curious George is among the cutest. Sure, he can be a little mischievous—digging into Ted's sock drawer, stealing his floppy yellow hat, and whatnot—but those aren't reasons not to love him. In the GBA side-scrolling platformer, George must traipse through the jungle, stow away on a cruise ship, and then chase down an artifact that has been stolen from the local museum—a journey that will eventually lead him back to the jungle from where came. The game isn't terribly long, but the level design is smart, the challenges get increasingly difficult, and there are some fun unlockable minigames after you've beaten the game. And, true to expectations, the precocious primate is absolutely adorable. —CHRIS S.

FINDING NEMO: ESCAPE TO THE BIG BLUE

RATING: 5.0

PLATFORM: NINTENDO DS
PUBLISHER: THQ
DEVELOPER: ALTRON
ESRB: EVERYONE

Since *Finding Nemo* was a film that appealed to all ages, I was hoping the DS game would follow suit, but no such luck. Instead, Finding Nemo: Escape to the Big Blue is supersimplistic, combining elementary stylus-based 3-D platforming with tons of basic minigames for an oceanic adventure that's aimed squarely at the younger set. Lack of variety isn't an issue; the problem is that whether you're knocking away sea urchins, flying through the air on a seagull, bouncing on top of jellyfish, or cleaning shark teeth, the action is dull enough to leave you sleeping with the fishes. Only a falling block puzzle and a corridor-based shark battle provide decent fun. If you're old enough to read this review, you'll probably want to pass on Escape to the Big Blue, but your younger siblings might enjoy it. —CHRIS H.



TOP GUN

RATING: 4.0

PLATFORM: NINTENDO DS
PUBLISHER: MASTIFF
DEVELOPER: INTERACTIVE VISION
ESRB: EVERYONE 10+

I consider myself part of the Top Gun generation—of the age where people can say, "Request permission for flyby" and get a response they expect. Needless to say, my expectations regarding Top Gun for Nintendo DS might have been a little skewed. However, nothing could have prepared me for the letdown Mastiff's latest release has wrought. Only scattered remnants of the movie remain—one might catch snippets of the theme music or see some reference to Ice Man and Maverick, but that's about it. The game also tries to adhere loosely to the movie's main plot points, such as by letting you play as the wingman in a dogfight or protect a disabled navy ship. But the gameplay is so simplified and dull that after a few minutes in the cockpit I was ready to crash into a nearby mountain. In the end, Top Gun just made me want to buy some aviator glasses and rent the movie. —CHRIS S.

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[ARCHIVE]

SCORES OF SCORES

We don't just sit around and play games all day here at NP—we talk about them, too. Sometimes our conversations inspire us to add a second opinion in a review, as we did with Super Monkey Ball: Touch & Roll last month. In the Archive, we've been posting the average score for games that received two opinions, but we've thought better of that and will show both scores from now on. You'll notice the change in the Archive entries for Gun, Nintendogs, and a few other much-talked-about titles.

Scores reflect individual reviewers' opinions.

NINTENDO GAMECUBE

Title	Score	Publisher	Vol.	ESRB
American Chopper 2: Full Throttle	5.0	Activision	201	T
Batman Begins	6.5	Electronic Arts	194	T
Battalion Wars	8.5	Nintendo	197	T
Bratz: Rock Angelz	N/A	THQ	198	E
Cabela's Dangerous Hunts 2	2.5	Activision	200	T
Cabela's Outdoor Adventures	6.5	Activision	198	T
Call of Duty 2: Big Red One	7.5	Activision	200	T
Chaos Field	6.0	O~3	200	E
Charlie and the Chocolate Factory	2.5	Global Star	195	E
Chibi-Robo	8.0	Nintendo	201	E10+
Chicken Little	6.0	Buena Vista	198	E10+
The Chronicles of Narnia: The Lion, The Witch and the Wardrobe	5.5	Buena Vista	199	T
Crash Tag Team Racing	7.0	VU Games	198	E10+
Dance Dance Revolution: Mario Mix	7.5	Nintendo	198	E
Digimon World 4	7.0	Bandai	193	E
Dora the Explorer: Journey to the Purple Planet	N/A	Global Star	198	EC
Fantastic Four	6.0	Activision	194	T
FIFA Soccer 06	9.0	Electronic Arts	197	E
Fire Emblem: Path of Radiance	9.5	Nintendo	197	T
Frogger: Ancient Shadow	5.5	Konami	197	E
From Russia with Love	7.0	Electronic Arts	199	T
Geist	5.0	Nintendo	196	M
Gun	8.0, 8.5	Activision	199	M
Harry Potter and the Goblet of Fire	8.5	Electronic Arts	199	E10+
Harvest Moon: Another Wonderful Life	7.5	Natsume	195	E
Hello Kitty: Roller Rescue	5.0	Namco	196	E
The Incredible Hulk: Ultimate Destruction	8.5	VU Games	196	T
The Incredibles: Rise of the Underminer	7.5	THQ	198	E10+
International Golf and Tennis	3.0	Ignition	193	E
Karaoke Revolution Party	8.0	Konami	199	E10+
Kids Next Door: Operation V.I.D.E.O.G.A.M.E.	N/A	Global Star	198	E10+
Killer 7	8.5	Capcom	193	M
Knights of the Temple	5.0	Aspyr	194	M
Lego *Star Wars*	6.5	Eidos	198	E
Madagascar	6.0	Activision	194	E10+
Madden NFL 06	9.0, 8.0	Electronic Arts	195	E
Mario Party 7	7.5	Nintendo	199	E
Mario Superstar Baseball	9.0	Nintendo	196	E
Mark Davis: Pro Bass Challenge	5.0	Natsume	198	E
Marvel Nemesis: Rise of the Imperfects	7.0	Electronic Arts	197	T
Medal of Honor: European Assault	8.0	Electronic Arts	194	T
Mega Man X Collection	8.5	Capcom	200	E
Midway Arcade Treasures 3	6.5	Midway	197	E
Namco 50th Anniversary Arcade Collection	7.0	Namco	197	E10+
NBA Live 06	5.5	Electronic Arts	198	E
Need for Speed: Most Wanted	8.0	Electronic Arts	199	T
NHL 06	8.5	Electronic Arts	198	E10+
Nicktoons: Nicktoons Unite!	N/A	THQ	198	E
One Piece: Grand Battle	6.5	Bandai	197	T
Pac-Man World 3	7.0	Namco	199	E
Peter Jackson's King Kong	9.0	Ubisoft	200	T
Pokémon XD: Gale of Darkness	8.5	Nintendo	197	E
Prince of Persia: The Two Thrones	9.0	Ubisoft	200	M
Scooby-Doo!: Unmasked	7.5	THQ	197	E
Shadow the Hedgehog	8.0	Sega	199	E10+
Shrek Superslam	N/A	Activision	199	E10+
The Sims 2	8.5	Electronic Arts	199	T
Sonic Gems Collection	8.5	Sega	195	E
Spartan: Total Warrior	8.5	Sega	197	M
SSX On Tour	8.0	Electronic Arts	198	E10+
Super Mario Strikers	7.5	Nintendo	199	E
Tak: The Great Juju Challenge	8.5	THQ	197	E
Teenage Mutant Ninja turtles 3: Mutant Nightmare	4.0	Konami	199	E10+
Tiger Woods PGA Tour 06	9.0	Electronic Arts	197	E
Tony Hawk's American Wasteland	9.0	Activision	198	T
True Crime: New York City	8.0	Activision	199	M
Ty the Tasmanian Tiger: Night of the Quinkan	6.0	Activision	198	E10+
Ultimate Spider-Man	9.0	Activision	198	T
Viewtiful Joe: Red Hot Rumble	6.5	Capcom	199	T
World Series of Poker	4.5	Activision	198	E10+
WWE: Day of Reckoning 2	8.0	THQ	197	T
X-Men Legends II: Rise of Apocalypse	7.5	Activision	198	T
Zatch Bell!: Mamodo Battles	6.0	Bandai	198	T

NINTENDO DS

Title	Score	Publisher	Vol.	ESRB
Advance Wars: Dual Strike	9.5	Nintendo	196	E
Age of Empires: The Age of Kings	8.0	Majesco	201	E10+
Animal Crossing: Wild World	9.5, 8.5	Nintendo	199	E
Battles of Prince of Persia	6.5	Ubisoft	200	E10+
Blades of Thunder 2	4.5	Summitsoft	201	E10+
Bomberman	7.0	Ubisoft	194	E
Burnout Legends	N/A	Electronic Arts	199	E
Bust-a-Move DS	7.5	Majesco	200	E
Castlevania: Dawn of Sorrow	9.0	Konami	197	T
The Chronicles of Narnia: The Lion, The Witch and the Wardrobe	7.0	Buena Vista	199	E10+
Dig Dug Digging Strike	7.0	Namco	198	E
Dragon Ball z: Supersonic Warriors 2	5.0	Atari	199	E10+
Dragon Booster	6.0	Konami	200	E
Electroplankton	8.5	Nintendo	200	E
Elf Bowling 1 & 2	N/A	Ignition	200	T
FIFA Soccer 06	8.0	Electronic Arts	198	E
Ford Racing 3	N/A	Destination	198	E
Franklin's Great Adventures	N/A	American Game Factory	200	E
Frogger: Helmet Chaos	5.0	Konami	196	E
Golden Nugget Casino DS	6.5	Majesco	201	T
GoldenEye: Rogue Agent	6.0	Electronic Arts	195	T
Greg Hastings' Tournament Paintball Max'd	N/A	Activision	201	E10+
Harry Potter and the Goblet of Fire	8.0	Electronic Arts	199	E
The Incredibles: Rise of the Underminer	5.5	THQ	199	E10+
Kim Possible: Kimmunicator	6.0	Buena Vista	198	E
Kirby: Canvas Curse	9.0	Nintendo	194	E
Lost in Blue	8.0	Konami	197	E10+
Lunar: Dragon Song	7.0	Ubisoft	197	E10+
Madagascar	7.0	Activision	194	E
Madden NFL 06	8.0	Electronic Arts	196	E
Mario Kart DS	9.0	Nintendo	199	E
Mario & Luigi: Partners in Time	9.0	Nintendo	199	E
Marvel Nemesis: Rise of the Imperfects	5.0	Electronic Arts	198	E10+
Mega Man Battle Network 5: Double Team DS	7.0	Capcom	198	E
Meteos	9.0	Nintendo	194	E
Metroid Prime Pinball	9.5	Nintendo	198	E
Monopoly/Boggle/Battleship	7.0	Atari	200	E
Nanostray	8.0	Majesco	195	E
Need for Speed: Most Wanted	6.0	Electronic Arts	199	E
Nicktoons: Nicktoons Unite!	N/A	THQ	198	E
Nintendogs	8.5, 8.0	Nintendo	196	E
Pac-Man World 3	3.0	Namco	200	E
Pac 'N Roll	7.5	Namco	196	E
Peter Jackson's King Kong	3.5	Ubisoft	200	T
Phoenix Wright: Ace Attorney	8.0	Capcom	197	T
Puyo Pop Fever	6.0	Atlus	193	E
Real Time Conflict: Shogun Empires	7.0	Namco	198	E10+
The Rub Rabbits!	8.0	Sega	201	T

REVIEWER NOTES

DRILL DOZER

I haven't played an action game this fresh, fun, and technique-filled in years. The mad geniuses at Game Freak took the simple drilling concept, pumped it full of amazing play mechanics, and augmented it with superb level design. The result is thoroughly brilliant—and reminiscent of many beloved Treasure games of old. If you like good gameplay, do yourself a favor and buy Drill Dozer. Pick up Gunstar Super Heroes while you're at it.

—Chris H.

>TONY HAWK'S AMERICAN SK8LAND (DS)

Sk8land is one of those games that screenshots don't do justice. When seen in motion, it is truly one of the best-looking games on the DS.

—Andy M.

>THE CHRONICLES OF NARNIA: THE LION, THE WITCH AND THE WARDROBE (DS)

The Chronicles of Narnia has held its own against *King Kong* at the box office and, though console-game quality goes to the ape, the adventure of the Pevensie siblings outshines Kong on the DS. More RPG-oriented than the other Narnia dungeon hackers, the DS game offers a multitude of side quests and useful assistance from your AI-controlled cohorts. Those charmed by the story on the silver screen will find equal entertainment value in the two-screen format.

—George S.

>SPARTAN: TOTAL WARRIOR

I fear The Creative Assembly's impressive action debut may have been overlooked this holiday season. Doesn't hacking and slashing hundreds of evildoers on some of the most awe-inspiring battlefields to grace a console sound like fun?

—Steve T.

TITLE	SCORE	PUBLISHER	VOL.	ESRB
SBK: Snowboard Kids	7.5	Atlus	199	E
Sega Casino	6.0	Sega	199	T
Shrek Superslam	N/A	Activision	199	E10+
The Sims 2	5.5	Electronic Arts	199	E10+
Snood 2: On Vacation	N/A	Destination	199	E
Sonic Rush	9.0	Sega	199	E
Space Invaders Revolution	4.0	Mastiff	196	E
SpongeBob SquarePants: The Yellow Avenger	3.5	THQ	198	E
Spyro: Shadow Legacy	6.5	VU Games	198	E
Star Wars Episode III: Revenge of the Sith	8.0	Ubisoft	193	E10+
Super Monkey Ball: Touch & Roll	6.5, 7.5	Sega	201	E
Tak: The Great Juju Challenge	7.5	THQ	197	E
Tamagotchi Connection: Corner Shop	5.0	Bandai	201	E
Teenage Mutant Ninja Turtles 3: Mutant Nightmare	6.0	Konami	198	E
Texas Hold 'Em Poker DS	5.0	Majesco	198	E
Texas Hold 'Em Poker Pack	N/A	Summitsoft	200	E
Tom Clancy's Rainbow Six: Lockdown	6.0	Ubisoft	197	M
Tom Clancy's Splinter Cell: Chaos Theory	8.0	Ubisoft	194	T
Tony Hawk's American Sk8land	8.0	Activision	199	E
Top Spin 2	6.0	2K Games	200	E
Trace Memory	8.5	Nintendo	197	T
Trauma Center: Under the Knife	9.0	Atlus	198	T
True Swing Golf	8.0	Nintendo	201	E
Ultimate Spider-Man	6.5	Activision	198	E10+
Whac-A-Mole	N/A	Activision Value	197	E
Yu-Gi-Oh!: Nightmare Troubadour	8.0	Konami	196	E
Viewtiful Joe: Double Trouble	7.0	Capcom	198	T
Zoo Tycoon DS	7.5	THQ	197	E
GAME BOY ADVANCE				
Atomic Betty	N/A	Namco	198	E
ATV Quad Frenzy	N/A	Majesco	199	E
Backyard Football 2006	N/A	Atari	197	E
Backyard Skateboarding	N/A	Atari	198	E
Barbie and the Magic of Pegasus	N/A	VU Games	197	E
Batman Begins	5.5	Electronic Arts	194	T
The Berenstain Bears and the Spooky Old Tree	N/A	Namco	197	E
The Bible Game	N/A	Crave	197	E
Big Mutha Truckers	N/A	Destination	199	E10+
Bionicle: Maze of Shadows	N/A	THQ	198	E
Board Game Classics	N/A	Destination	197	E
Bratz: Rock Angelz	N/A	THQ	198	E
Candy Land/Chutes & Ladders/Memory	N/A	Destination	200	E
Care Bears: Care Quest	N/A	American Game Factory	200	EC
Centipede Compilation	5.0	Destination	197	E
Charlie and the Chocolate Factory	3.5	Global Star	195	E
Chicken Little	N/A	Buena Vista	198	E
Chicken Shoot	N/A	Destination	198	E10+
The Chronicles of Narnia: The Lion, The Witch and the Wardrobe	N/A	Buena Vista	199	E
Connect Four Compilation	5.0	Destination	197	E
Danny Phantom: The Ultimate Enemy	N/A	THQ	197	E
Disney's Magical Quest 3 Starring Mickey & Donald	5.5	Capcom	194	E
DK: King of Swing	8.0	Nintendo	197	E
Dogz	N/A	Ubisoft	199	E
Donkey Kong Country 3	8.0	Nintendo	198	E
Dr. Mario & Puzzle League	7.0	Nintendo	199	E
Dragon Ball GT: Transformation	5.5	Atari	196	E10+
Drill Dozer	9.0	Nintendo	201	E
Driv3r	5.5	Atari	198	T
Duel Masters: Shadow of the Code	5.5	Atari	198	E
Dynasty Warriors Advance	7.0	Nintendo	196	E10+
Elf Bowling 1 & 2	N/A	Ignition	200	T
everGirl	N/A	THQ	198	E
The Fairly OddParents!: Clash with the Anti-World	N/A	THQ	199	E
Fantastic Four	6.5	Activision	194	E10+
FIFA Soccer 06	7.0	Electronic Arts	198	E
Final Fantasy IV Advance	9.0	Nintendo	200	E10+
Fire Emblem: The Sacred Stones	9.0, 9.5	Nintendo	193	E
Ford Racing 3	N/A	Destination	198	E
Franklin the Turtle	N/A	American Game Factory	200	EC
The Game of Life/Yahtzee/Payday	N/A	Destination	200	E
Garfield: The Search for Pooky	N/A	American Game Factory	200	E
Gauntlet Compilation	6.5	Destination	197	E
Greg Hastings' Tournament Paintball Max'd	N/A	Activision	200	E10+
Gumby vs. the Astrobots	5.0	Namco	196	E
Gunstar Super Heroes	9.5	Sega	198	E10+
Harry Potter and the Goblet of Fire	8.0	Electronic Arts	199	E
Harvest Moon: More Friends of Mineral Town	8.5	Natsume	195	E
Hello Kitty: Happy Party Pals	N/A	THQ	199	E
Herbie: Fully Loaded	5.5	Disney Interactive	194	E
Hi Hi Puffy Amiyumi: Kaznapped!	6.5	D3	199	E
The Incredibles: Rise of the Underminer	N/A	THQ	199	E
James Pond Codename Robocod	4.0	Valcon Games	195	E
Juka and the Monophonic Menace	5.0	Orbital Media	196	E
Kim Possible III: Team Possible	6.5	Disney Interactive	195	E
KLAX Compilation	4.0	Destination	197	E
Koala Brothers: Outback Adventures	N/A	American Game Factory	200	EC
Kong: King of Atlantis	N/A	Majesco	200	E
Kong: The 8th Wonder of the World	6.0	Ubisoft	200	E10+
The Land Before Time: Into the Mysterious Beyond	N/A	American Game Factory	201	E
Lizzie McGuire 3	N/A	Buena Vista	197	E
Madagascar	7.0	Activision	194	E
Madagascar: Operation Penguin	N/A	Activision	199	E
Madden NFL 06	7.0	Electronic Arts	196	E
Majesco's Sports Pack	N/A	Majesco	201	E10+
Mario Tennis: Power Tour	7.0	Nintendo	199	E
Mega Man Battle Network 5: Team Colonel & Team Protoman	6.5	Capcom	194	E
Mega Man Zero 4	8.5	Capcom	198	E
Millipede Compilation	5.0	Destination	197	E
Mr. Driller 2	5.0	Namco	193	E
Namco Museum 50th Anniversary Arcade Collection	5.5	Namco	197	E
Need for Speed: Most Wanted	N/A	Electronic Arts	199	E
Nicktoons: Nicktoons Unite!	N/A	THQ	198	E
The Nightmare Before Christmas: The Pumpkin King	6.5	Buena Vista	198	E10+
One Piece	8.0	Bandai	197	E10+
Operation/Mouse Trap/Simon	N/A	Destination	200	E
Pac-Man Pinball Advance	7.0	Namco	193	E
Pac-Man World 2	6.0	Destination	197	E
Paperboy Compilation	5.5	Destination	197	E
Pocket Dogs	N/A	0~3	200	E
Pong Compilation	5.5	Destination	197	E
Popeye: Rush for Spinach	5.0	Namco	193	E
Power Rangers: S.P.D.	4.0	THQ	196	E10+
The Proud Family	N/A	Buena Vista	199	E
Rebelstar: Tactical Command	7.0	Namco	197	E10+
Rec Room Challenge	N/A	Majesco	200	E
Risk Compilation	7.0	Destination	197	E
Riviera: The Promised Land	6.5	Atlus	194	T
Scrabble Blast	7.5	Destination	193	E
Scrabble Jr. Compilation	4.5	Destination	197	E
Shaman King: Master of Spirits 2	6.5	Konami	196	E 10+
Shrek Superslam	N/A	Activision	199	E10+
Sigma Star Saga	8.5	Namco	195	E10+
The Sims 2	7.5	Electronic Arts	199	E10+
Sky Dancers	N/A	Crave	199	E
Snood 2: On Vacation	N/A	Destination	199	E
Spy Hunter Compilation	4.5	Destination	197	E
SRS: Street Racing Syndicate	5.5	Destination	201	T
Star Wars Episode III: Revenge of the Sith	7.0	Ubisoft	193	E10+
Tak: The Great Juju Challenge	4.0	THQ	197	E
Teen Titans	6.0	Majesco	198	E10+
Tony Hawk's American Sk8land	6.0	Activision	199	E
Top Spin 2	N/A	2K Games	200	E
Tokyo Xtreme Racer Advance	3.5	Crave	193	E
Totally Spies!	5.5	Atari	201	E
Tringo	N/A	Crave	200	E
Trollz: Hair Affair	N/A	Ubisoft	199	E
Ultimate Arcade Games	N/A	Telegames	198	E
Ultimate Spider-Man	6.0	Activision	198	E10+
WarioWare: Twisted!	8.5	Nintendo	193	E
W.I.T.C.H.	N/A	Buena Vista	197	E
Yoshi Topsy-Turvy	7.0	Nintendo	194	E
Yu-Gi-Oh! GX Duel Academy	6.0	Konami	201	E
Zatch Bell!: Electric Arena	N/A	Bandai	198	E10+
Zooo	4.5	Ignition	196	E

>TRUE SWING GOLF

Free of product placements and endorsements, True Swing Golf focuses on the one thing that matters in a golf game: hitting the ball. —George S.

AGE OF EMPIRES: THE AGE OF KINGS

The reworking of the real-time strategy series into a turn-based DS concept results in a marvelously complex game. Though tactics newbies will find it snail-paced, the genre's devoted fans will be gripped by the supercerebral challenge, which involves raising your warring civilization through ages of technology and crushing foes along the way. Due to the isometric perspective, the game's units grow difficult to pick out and control with touch on battlefields, but button control bypasses the problem.

—Steven G.

>MEGA MAN ZERO 4

I'm not nearly as skilled with the Mega Man games as the other Chris, but when he says Mega Man Zero 4 is easier than its predecessors, that makes me worried; this game kicks my butt.

—Chris S.

RESIDENT EVIL (GCN)

Playing through Resident Evil: Deadly Silence has revived my appreciation for 2002's Resident Evil remake for GCN. Aside from Resident Evil 4, it is still the most immersive survival-horror game I've ever experienced. Each room in the mansion is so saturated with detail that you can't help but meticulously explore every inch of it. I'm not usually one to be smitten with a game based on graphics, but Resident Evil is so darn pretty, it's hard not to be.

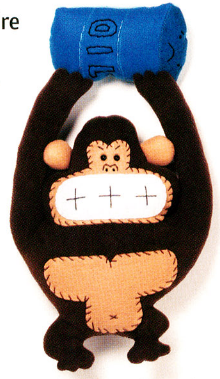
—Andy M.

ART

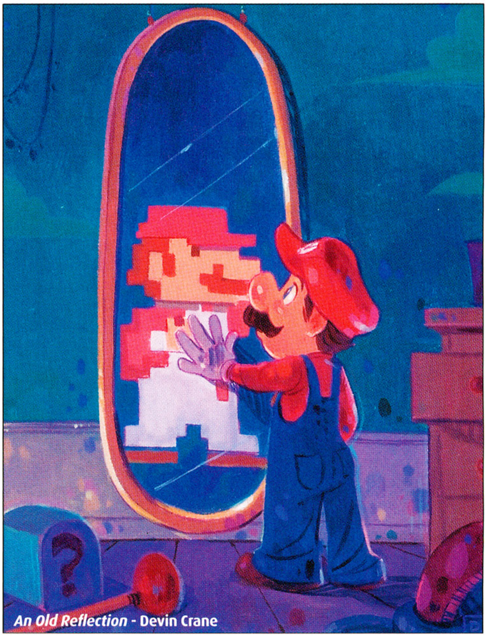
PIXELS TO PAPER

Can classic games inspire great modern art? *i am 8-bit*, a book showcasing the works of 70 artists/gamers, leaves little doubt.

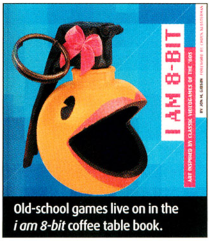
The wild success of last year's *i am 8-bit* exhibit in Los Angeles shocked the art world and breathed new life into old-school gaming. Later this year, art/game aficionados around the world can relive the experience through a coffee-table book entitled *i am 8-bit: Art Inspired by the Classic Videogames of the '80s*. The comprehensive book displays over 100 works of art from last year's exhibit that pay homage to games such as Pac-Man, Super Mario Bros., Excitebike, Metroid and many more. We got our hands on a copy of the book, and we must say, it is a sight to behold. Expect it to hit stores this May, around the same time as the second *i am 8-bit* exhibit opens in LA. (See www.iam8bit.net for more details.) —ANDY M.



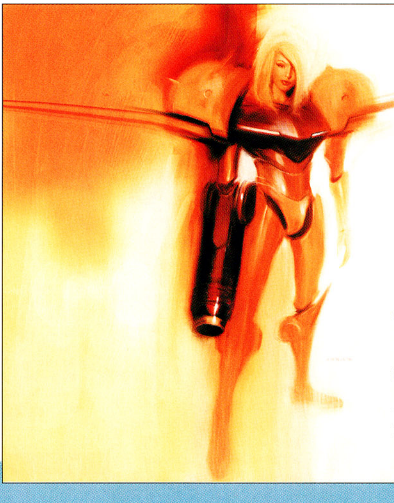
***Donkey Kong with Barrel* - Anna Chambers**



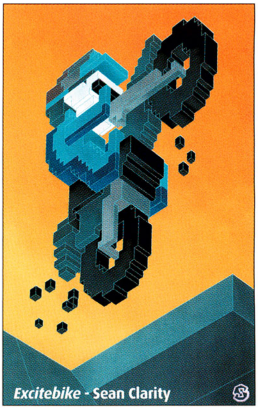
***An Old Reflection* - Devin Crane**



Old-school games live on in the *i am 8-bit* coffee table book.



***Untitled* - Ashley Wood**



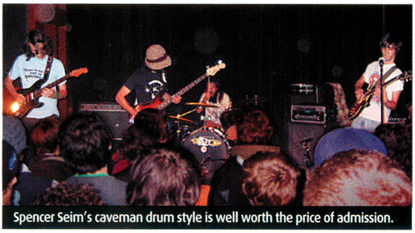
***Excitebike* - Sean Clarity**

All images © i am 8-bit by Jon Gibson, published by Chronicle Books

MUSIC

To Our Advantage

On January 6, a few members of the NP staff ventured into Seattle's Ballard neighborhood to catch an all-ages concert featuring video game cover band The Advantage. We'd listened to their high-speed renditions of classic NES themes plenty of times, but we were skeptical whether they could repeat their technical feats live. It took only half a song to put our fears to rest—these guys are the real deal. The audience of over 200 was treated to classic tunes from Castlevania and Mega Man, as well as more-obscure tunes like the theme from Batman for NES. Visit their whacked-out website www.theadvantageband.com to find out when they'll be headed to your neck of the woods. —Chris S.

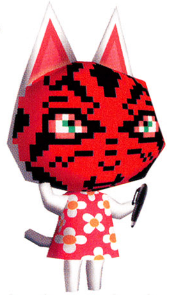


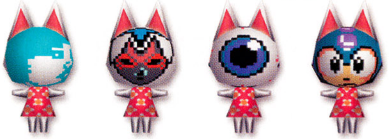
Spencer Seim's caveman drum style is well worth the price of admission.

WI-FI

The Many Faces of Blanca

When you create a Blanca face in Animal Crossing: Wild World and submit it to Nintendo Wi-Fi Connection, it doesn't just disappear into cyberspace—it goes to Nintendo's online division to be considered for an appearance on www.nintendowifi.com. NP was allowed a peek at the thousands upon thousands of Blanca faces that have been submitted since the game's launch in December—these were our favorites. —Andy M.





WI-FI

Clash of the Karts

In Volume 200, we invited readers to e-mail in their friend codes for a chance to play Mario Kart DS against members of the NP staff. The response was . . . overwhelming, to say the least. We drew 30 random names out of a hat, traded friend codes with the winners, and hosted a couple of two-hour racing sessions over Nintendo Wi-Fi Connection.

The readers vs. NP staff sessions were monumental. As reader Matt S. put it: "Just when I thought this game was no longer fun, the NOA [staff] proved me wrong. Hands down the best race ever!" We fared well during the sessions, but overall, our readers finished ahead. Racers like Proto, Hawkeye, Firestorm, and CPUO seemed to be leading the pack for the readers, while NOA Andy probably did the best on our end. Regardless of who won, we had a blast connecting with our readers, and would like to say thanks to all those who participated. Until next time! —Andy M.

NP KP hates snaking, but he still plays dirty—he loves to launch a blue shell at his opponents right before they reach the finish line.

Big Props to Hawkeye

We played against some great kart racers, but Hawkeye, we proclaim you our most formidable opponent. As a way of saying "You're awesome," we sent you a Game Boy racing set, including the original multiplayer portable racing game F-1 Race and a sweet Game Boy fanny pack! Oh, and we threw in some Mario Kart stuff, too.

GAME BOY
RACING SET
GAME BOY
GAME BOY

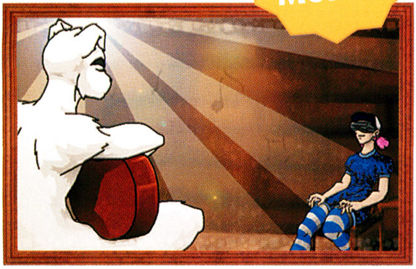
MARIO
LAP 1/3
g00mb0z
2nd

ONLINE

Wild at Art

What a long, strange trip this month's Animal Crossing: Wild World fan-art contest was. From comic strips, to still lifes, to depictions of memorable moments, the submissions were truly amazing. Here are two of the best.

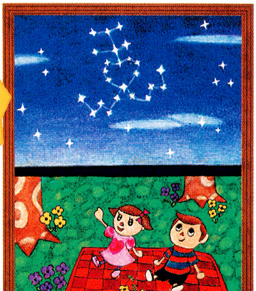
JANUARY'S COMPUTER-DRAWN ART OF THE MONTH



ARTIST:
HEROINEOFTIME

SUBJECT:
ANIMAL CROSSING: WILD WORLD

JANUARY'S HAND-DRAWN ART OF THE MONTH

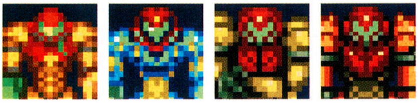


ARTIST:
KATRINA_1185

SUBJECT:
ANIMAL CROSSING: WILD WORLD

Looking to submit art for the first time, and not sure what to do? Visit **forums.nintendo.com** for details. Be sure to read the rules before you post your masterpieces.

Custom-Made Avatars **By Cory Conner**



Sage Reviews

Give yourself plenty of time to play a game before writing your reviews—your opinion will resonate much louder.

Sage Review of the Month

Prince of Persia: The Two Thrones

reviewed by Wolverine

Prince of Persia: The Two Thrones ends Ubisoft's Prince of Persia trilogy. It focuses mainly on the best ending of Warrior Within and some material from Sands of Time. We once again take on the role of the Prince as he returns to his home city of Babylon with Kaileena, his new love. Unfortunately, the homecoming is bittersweet as he returns to a city engulfed in fire and ruin. Someone is causing unrest in Babylon and it's the Prince's job to find out who.

Two Thrones brings back the combat system of Warrior Within while adding new gameplay features. One is the Speed Kill system, which allows you to eliminate your foes in stealth rather than using traditional means. Boss battles are important and more unique than what we saw in Warrior Within. Each boss is original and requires a different strategy to be defeated.

Those that weren't fans of the hard rock and bad boy attitude in Warrior Within have nothing to fear here. The Prince isn't quite as arrogant, but he's not who he was from Sands of Time. Offering a combination of soft rock and illustrious Persian music, The Two Thrones does an excellent job of mixing the music from the past two PoP titles. Voice-acting is done well as usual again, and this time with no glitches. Two Thrones is a game any fan of PoP or action/adventure will enjoy.

Excerpts from Other Sage Reviews

The Legend of Zelda: The Minish Cap
"While The Legend of Zelda: The Minish Cap is a bit on the short side, the action is kept fresh with an awesome soundtrack, consisting largely of remixed jams from past games."—THEMOWSKI

Super Mario Strikers
"The game could have used some more unlockables, and there are not enough play modes to choose from."—JOE136

What's a Sage?
Sages are members of the NSider online community that are put through the wringer and hand-picked by Nintendo. They get tons of special privileges, including opportunities to review games for Nintendo Power magazine.

The Best of the Rest

Daunted by all the awesome stuff you've seen in the Community pages? Don't be shy—even if you don't think your goods can stack up to what we've shown so far, drop us a line. We're not looking for homerun collections *every* time; if you've got something cool and video-game-related that you're proud of, let us know.

community@nintendopower.com
pokemon_community@nintendopower.com

POKéMON

Tour of the Decade

We've got the latest scoop on the Pokémon 10th Anniversary Journey Across America megatour!

Tour festivities will feature demos of the awesome puzzle game Pokémon Trozei, as well as cool activities and giveaways. You'll also get a chance to watch some of the action from the Pokémon Video Game National Championship qualifying rounds. (And if you want to participate, register at www.pokemon.com.) Trainers—remember to bring your Pokémon Ruby, Pokémon Sapphire, Pokémon FireRed, Pokémon LeafGreen, or Pokémon Emerald game to the show—you'll be able to download a favorite character such as the Legendary Celebi. The tour begins February 25, and will visit more than 20 cities over a five-month period. Check out www.pokemon.com for all the latest tour information. The dates and locations of the tour follow. —Chris S.

Date	City and State	Venue
February 25	Miami, FL	Aventura Mall
March 4	Tampa, FL	Citrus Park Town Center
March 11	Atlanta, GA	Southlake Mall
March 15	Houston, TX	The Galleria
March 18	Dallas, TX	The Parks at Arlington
March 25	Albuquerque, NM	Coronado Center
April 1	Los Angeles, CA	West Covina Mall
April 8	Santa Clara, CA	Valley Fair Mall
April 15	Portland, OR	Clackamas Town Center
April 22	Seattle, WA	Southcenter Mall
April 29	Salt Lake City, UT	Fashion Place
May 6	Denver, CO	Southwest Plaza
May 13	Kansas City, MO	Independence Mall
May 21	Minneapolis-St. Paul, MN	Mall of America
May 27	Chicago, IL	North Bridge Mall
June 3	Detroit, MI	Great Lakes Crossing
June 10	Pittsburgh, PA	Century III
June 17	Cincinnati, OH	Cincinnati Mills
June 24	Memphis, TN	Wolfchase Galleria
July 1	Raleigh, NC	Crabtree Valley Mall
July 8	Washington, DC	Montgomery Mall
July 12	Philadelphia, PA	King of Prussia Mall
July 15	Boston, MA	Southshore Plaza
July 22	New York, NY	Roosevelt Field

Dates and locations subject to change.

Look for the specially painted SUV that will accompany the tour across the United States.

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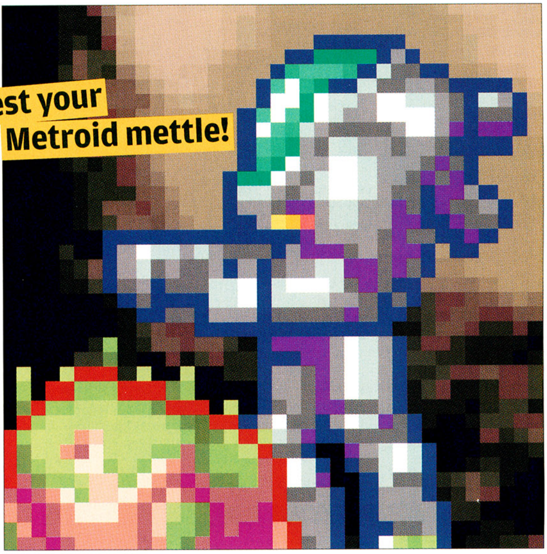
POWER QUIZ

MOTHER BRAINIAC

The Power Quiz returns this month as we explore the mother of all franchises: Metroid. Think you know everything about Samus's adventures? Visit **nintendopower.com/quiz** for the answers today, or wait for your next issue.

Test your Metroid mettle!



PIXEL-PERFECT

NAME THAT SCREENSHOT

There have been seven Metroid titles across five platforms, and as you've probably guessed by now, the oversized screenshot above is from one of them. Which one, you ask? Well, we're not going to give the answer away that easily.

1 Gunpei Yokoi, the producer of Metroid, Metroid II: Return of Samus, and Super Metroid, was also responsible for which game?

a. Donkey Kong
b. Kid Icarus
c. Super Mario Bros.
d. Kirby

2 What was the first Metroid release for GBA?

a. Metroid Fusion
b. Metroid: Zero Mission
c. Classic NES Series: Metroid

3 Which of these games does not include an appearance by Samus?

a. Super Smash Bros.
b. WarioWare: Twisted!
c. Super Mario RPG: Legend of the Seven Stars
d. Mario Kart 64

4 Metroid Prime 2 Echoes takes place on which planet?

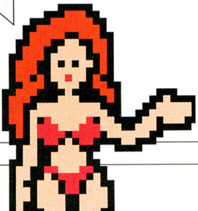
a. Tallon IV
b. Aether
c. Zebes
d. SR388

5 Which classic Samus power-up is not part of her arsenal in Super Smash Bros. Melee?

a. Screw Attack
b. Morph Ball Bomb
c. Ice Beam
d. Grapple Beam

6 How quickly do you have to beat the original Metroid to see Samus in her bikini?

a. 45 minutes
b. One hour
c. Three hours
d. Three to five hours



7 What was the first Metroid game to introduce the Spider Ball?

a. Metroid Fusion
b. Super Metroid
c. Metroid II: Return of Samus
d. Metroid Prime

8 What instrument is Samus Aran playing at the end of Tetris for NES?

a. Cello
b. Piano
c. Kazoo
d. Trumpet

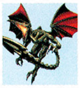
9 What was the name of the false Samus in Metroid Fusion?

a. Dark Samus
b. X Samus
c. Sumas
d. SA-X

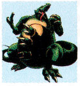
10 What game retells the story from the original NES Metroid?

a. Metroid Prime
b. Metroid: Zero Mission
c. Metroid Fusion

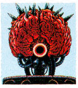
11 Which boss does Samus fight first in Metroid: Zero Mission?



a. Ridley



b. Kraid



c. Mother Brain

12 In the original NES Metriod, what infamous "code" can be entered into the password system to give players a powered-up Samus?

a. PRINCESS PEACH
b. JUSTIN BAILEY
c. MOTHER BRAIN
d. GEORGE FOREMAN

13 Which character from the Metroid universe was a main character on the classic cartoon *Captain N: The Game Master*?

a. Ridley
b. Mother Brain
c. Samus Aran
d. Kraid

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Welcome, elite duelists!
My name is Sheppard, the chancellor of Duel Academy.

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May 2006 Vol. 203

NEXT MONTH

The hardest-working hero in video games returns to his roots and the NP cover.

SUPER SEQUEL

As the Super Mario Bros. series prepares to make its much-anticipated return, we take a look back and forward at one of gaming's most exalted franchises.

AND THE AWARD GOES TO . . .

The 2005 NP Awards will be revealed. The subject is: what games got robbed—discuss amongst yourselves.

TRIPLE X

Activision's next wave of X-Men adventures prepares players for *X3*, the movie. Our report offers the scoop on the GCN title and exclusive details on the DS and GBA games.

LOST FOUND

Ubisoft's action-RPG LostMagic brings the artistic talent of Studio Ghibli (*My Neighbor Totoro, Kiki's Delivery Service*) to the DS. We have the full story.

+ ***Spring Fling***

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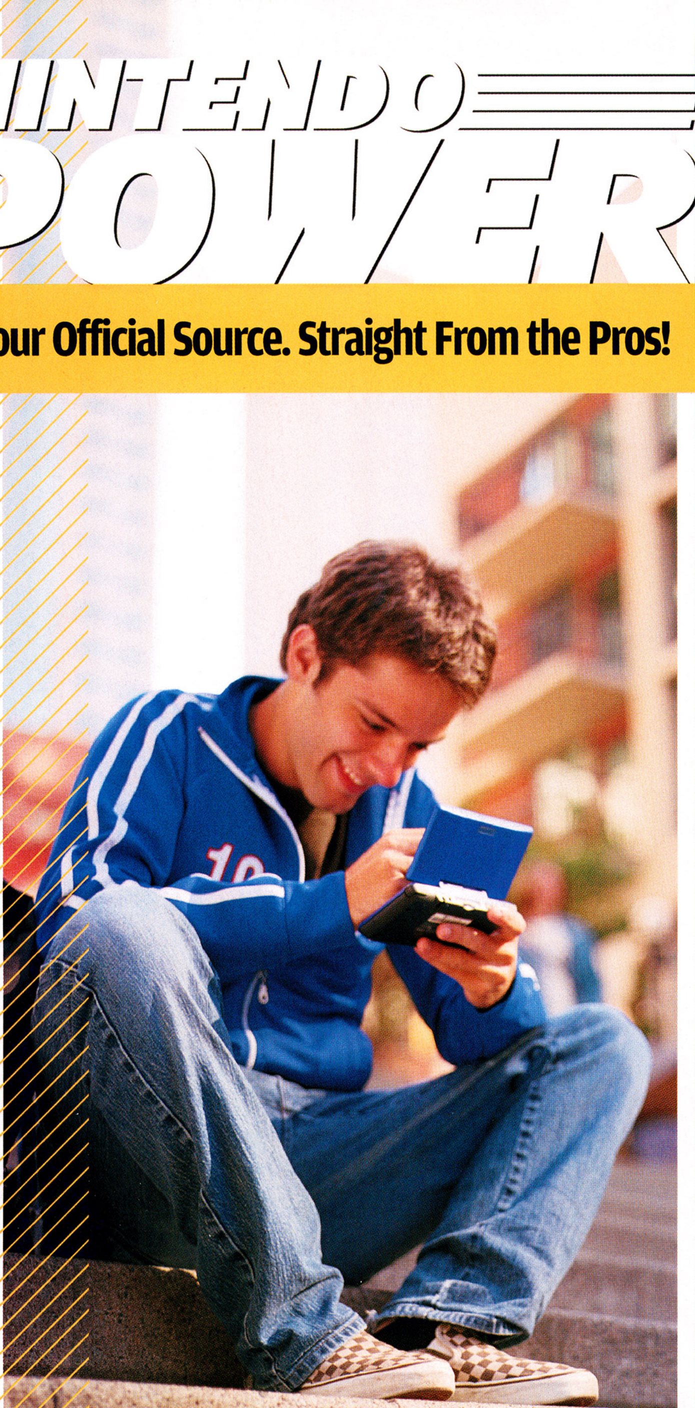

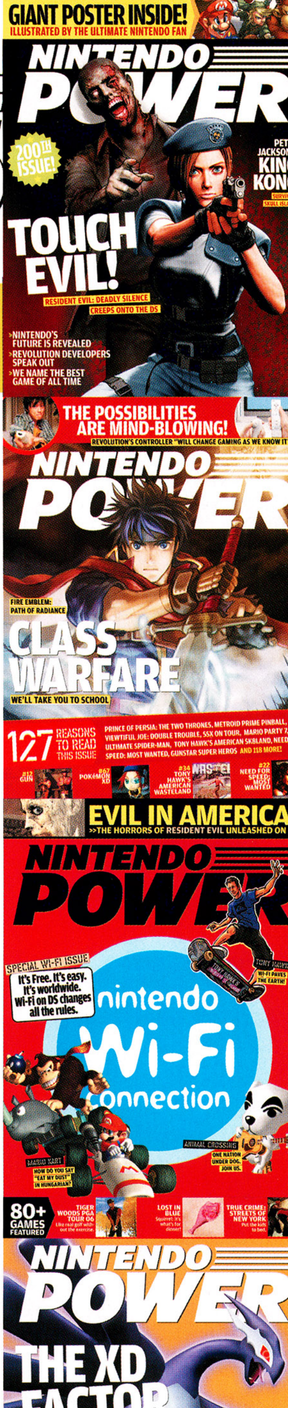
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RESIDENT EVIL: DEADLY SILENCE CREEPS ONTO THE DS
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>REVOLUTION DEVELOPERS SPEAK OUT
>WE NAME THE BEST GAME OF ALL TIME
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REVOLUTION'S CONTROLLER "WILL CHANGE GAMING AS WE KNOW IT
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127 REASONS TO READ THIS ISSUE
#12 GUN
#67 POKéMON XD
#34 TONY HAWK'S AMERICAN WASTELAND
#22 NEED FOR SPEED: MOST WANTED
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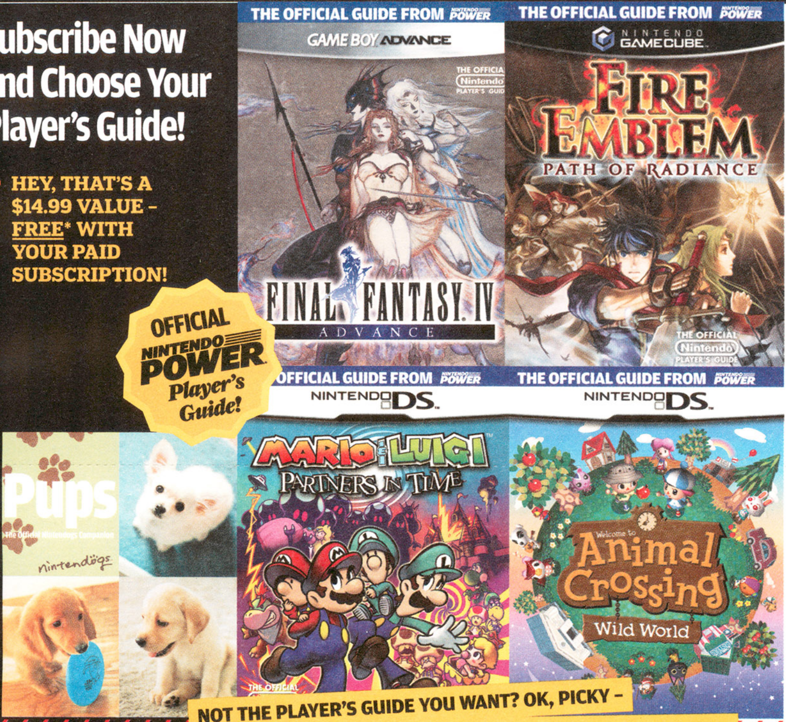
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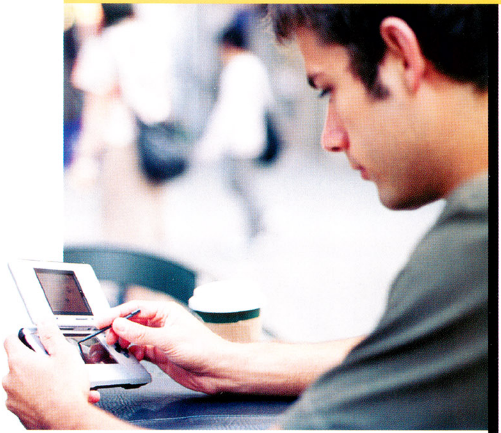

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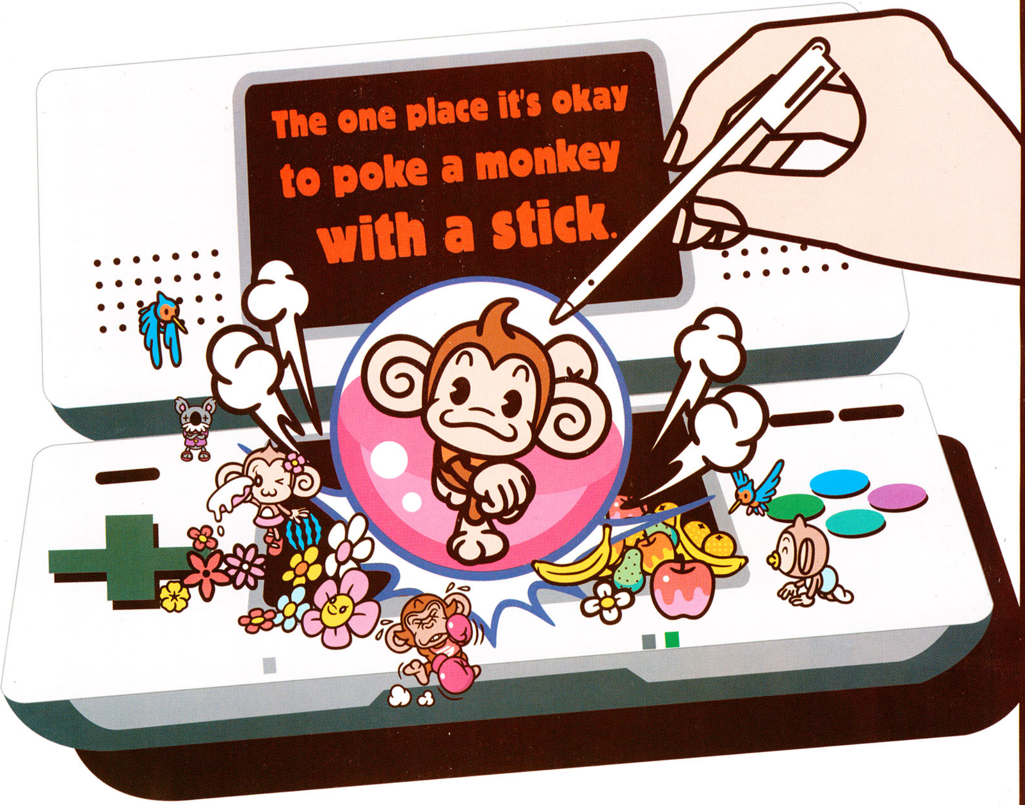
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